



THE JACG NEWSLETTER

TJCG

THE JERSEY ATARI COMPUTER GROUP

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FROM THE EDITOR'S DESK

Well, the changes have started! Nothing radical, but since I have been assured my change this month will not endanger the club's healthy finances (Hint: See inside!), I have changed the print size.

I have gone from Condensed (15 CPI) to Elite (12 CPI). Joking aside, it really does not increase the page count a significant amount and I think it is much easier to read for everyone. Let me know what you think.

I've also been toying with the idea of naming the newsletter (either that or I'll start referring to it as TJN!). As for what you can do for me, read the articles inside by myself and Neal Van Dost Jr. on club involvement.

The biggest change I want to see in the newsletter is more contributions and more club spirit. But for that, it really depends on YOU.

DAVE

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CALENDAR OF EVENTS

NEXT MEETING:

THE MEETING OF THE YEAR!
September 9th, 1989

ATARI CORP., ANALOG, ATARI EXPLORER
Be there or be square!

Summer Madness for ST Owners !!!

Atari 520STfm\$ 499.95
512K Ram with built-in DS/DD
drive and Mouse

Atari SF314 Disk Drive 169.95
720K DS/DD External Drive

Atari SH305 30MB Hard Drive 499.95
Built-in Clock/Calendar, extra DMA
Port and Boot Sector program

Supra 2400 Baud Modem 139.95
Hayes Compatible 300/1200/2400

GEMINI 267-0988

171 Ridgedale Avenue, Morristown, NJ 07960

PRESIDENT'S REPORT

by Gary Gorski

With the regional meeting only one month away, I would like to take the opportunity to ask for volunteers. Help is needed in two areas !! It would be nice if a FEW MEMBERS would help with the duplication of both 8 and 16 bit disks, since the library is a very critical source of income to OUR CLUB. Please get in touch with Sam Cory, or myself for further information. Secondly, we will need EXTRA HELP the morning of the meeting, (setting up, registration, sales etc...) Please see me after the meeting or call me.

The agenda for the September meeting will be as follows:

7:45 - DOORS OPEN
8:00 - REGISTRATION & FLEA MARKET
9:00 - INFORMAL MEETING OF ALL CLUB OFFICERS
9:30 - QUESTION & ANSWERS w/ BOB MULHEARN
10:00 - WELCOME & GENERAL MEETING STARTS
1:00 - END OF PROGRAM

In attendance will be a representative from Atari Corp, Atari Explorer, ANALOG, Z*Net - ZMag - STZMag, invitation sent to Antic.

PLEASE do your part by SPREADING the word about this meeting in work, local computer stores, and on Bulletin Board Systems. Most of all, BE IN ATTENDANCE, AND SHOW YOUR SUPPORT !!!!!

Some changes that will be taking place starting with the September meeting will be that ALL visitors will be able to purchase " TRIAL MEMBERSHIPS ". These memberships will entitle you to ALL THE BENEFITS of a JACG member for one month. Just a few of the benefits are; DOOR PRIZE DRAWINGS, GROUP PURCHASES, INCREASED TIME on the JACG BBS (201-298-0161). The \$5.00 trial membership fee can be applied to the cost of a regular \$25.00 membership at the following meeting. Special thanks goes to Dave Noyes for this innovative idea !

Lastly, is a special offer from the Abacus company. From now until September 15th, Abacus will offer BeckerCAD ST at a special USER GROUP PRICE of \$95.00. BeckerCAD ST requires an ST computer with TOS in ROM, and a minimum of 1 MEG of RAM (2 MEGS recommended for complex drawings). To order BeckerCAD ST at this substantial saving price of \$95.00, (This is a savings of \$300.00 from the suggested retail price). You can call toll free, 1-800-451-4319, state that you are a JACG member and quote this authorization number: " BC-89 "

Hope that everyone is enjoying the Summer, and see you at the SEPTEMBER MEETING !!!! Happy Computing !

NOISE FROM NOYES

by Dave Noyes

I guess that you could characterize it as "the long and the short of it", or, even more appropriately, "short-sightedness". To what do I refer, you may, and I hope, do ask? Never, or hardly ever, at a loss for words, I will tell you. I recently purchased an ATARI MegaFile 30 hard drive. The advertising literature and the owner's manual both tout the fact that this drive is for both the ST and Mega ST line of ATARI computers. Interestingly, the drive is dimensionally the same size as the processor portion of the Mega ST. The manual states that drive may placed on the processor portion, and, in turn, that the monitor may then be placed on top of the drive. One then attaches the drive cable from the back of the "Mega" to the back of the drive, and then, of course, the power cable. Ergo, fait accompli! But wait, you say; I have a 520 ST or a 1040 ST, I can't put the drive on top of it! What do the instructions say? The manual states "...you can place the hard disk drive behind the computer and place the monitor on top of the hard drive". Well, yes and no. If you place the hard drive with the front facing you...it's a resounding "NO"! Atari has supplied a cable of totally insufficient length (and yet longer, I hear said, than that originally supplied). The ONLY way to situate the drive to the rear of the 520 or 1040 (where it should be) is to place it with the rear facing forward! This means that you must use a mirror to view the "on" and "busy" lights. (A member of our group uses a camping mirror, strategically placed! Yes, ATARI gets the "Myopic of the Year Award" on this one.

In a "what's new on the JACG front" vein, please read elsewhere in this publication about our September meeting, and if at all possible, don't miss it. Here is your chance to get it straight from the "horse's mouth" (no denigration intended!). With Atari Corp., Atari Explorer, Atarian, Analog, ST Log, other user groups from our region, and possibly other guests...this is THE meeting to rekindle your ATARI spirit! New, passive, or dyed-in-the-wool ATARIAN, this meeting is for YOU. Your executive committee (to whom inadequate credit is often given, has worked diligently to make this a memorable and rewarding meeting. Also, due to the great generosity of an anonymous donor...our monthly meeting door prizes will be upgraded in both quality and content; of course, to benefit, you must first be an active member, and secondly, be present... 'til next month....

HELPING OUT
An Editorial
by Dave Arlington

When I first knew for sure I would be taking over the newsletter, one of the first things I did was pull out all the newsletters I worked on in Buffalo. Although I was mostly looking for inspiration and tips on laying things out with PaperClip again, I found an article worth reprinting. This article was written almost 4 years ago and with just a little rewriting, it is just as applicable today for this group.

One thing I notice common to both groups I have been in is that about 7 or 8 members out of a group of about 185 are responsible for 95% of what appears in the newsletter each month. Out of those 185, I would lay odds to about 80% of them having never written a single article for the newsletter. I know there is a lot of reasons why this is so. I will try to cover the ones I've heard most often.

I HAVE AN ARTICLE BUT I DON'T KNOW WHO TO GIVE IT TO.

There are many ways to submit articles to the newsletter. Either myself or Dave Noyes, the 8-bit VP who lives quite close to me, are at almost every meeting. You can hand the articles to us in whatever format you have them. Another good place is the JACG BBS (201) 298-0161. It even has a special section for newsletter uploads. Or you can mail them to me at the address on the back of the newsletter.

YOU USE PAPERCLIP, BUT I USE ATARIWRITER, TEXTPRO, ST WRITER, WORD PERFECT, ETC. ETC.

Don't worry about it. Most word processors for the Atari store their files in a semi-compatible manner. Usually only the printer control codes are different. Just leave all printer control codes out even if you are using PaperClip. I'll just go through the article and take them out anyway. Just sit down at your word processor and type away. When your article is finished, save it to disk or print it out.

I DON'T HAVE A WORD PROCESSOR (OR

PRINTER, OR MODEM, ETC. ETC.)

I'll take articles in ANY format. Most preferred is having the article uploaded to the JACG BBS. Next preferred is having a file on disk. But if you don't have either of these options available, write the article out on paper and I'll retype the whole thing. I would say that I had two or three articles a month on my other newsletter that I had to retype each month, so don't worry about it. I'm used to it. Write in crayon if you have to, I'm not fussy.

I'M NOT A VERY GOOD WRITER. (LOUSY SPELLING, ETC.)

I have seen many articles in my day written by people who are experts in all kinds of languages; BASIC, LOGO, ACTION!, C, FORTH, PASCAL, etc. The only language these people didn't seem to know too well is ENGLISH! That is what I am supposed to do as Editor. My job is to make your article look like it was written by Shakespeare. I might not succeed, but that would be my fault. You write it, I'll try to fix it up if it needs it. And hey, if it comes out looking bad, now you can blame me!

I'M JUST A NOVICE. I DON'T REALLY KNOW ENOUGH ABOUT COMPUTERS TO WRITE AN ARTICLE.

Please keep in mind what type of group this is. It is a users group, for users of Atari computers. It is not the Jersey Computer Scientists Group, or the Jersey Computer Brainiacs Group. The survey from a couple months ago, indicated people who considered themselves beginners to intermediate outnumbered people who considered themselves above average by more than 2-1. Surely even if you don't know a lot about your computer, the fact you joined the group shows that at least you USE your computer or would like to use it more.

Write about some program you have used, or something you might have recently learned. Don't just assume that everyone knows it, there are probably some people who also would like to share your information. Sometimes it is hard for a knowledgeable person to write an article geared to beginners. They

forget the things that were hard to understand when they were just starting out. Even if you still think there is nothing you know enough about to write about, drop us a line telling us what articles you would like to see covered.

I DON'T KNOW WHAT TO WRITE ABOUT. NOTHING MUCH NEW IS HAPPENING WITH ATARI COMPUTERS.

It is pretty tempting to look at the diminishing page counts of ANTIC and ANALOG and conclude that everything that can possibly be written about Atari computers has been written somewhere sometime. I tend to think this is more the fault of the defeatist attitude the Atari community seems to have lately rather than a lack of subjects to write about. More people seem to focus on what Atari is NOT doing rather on what WE CAN be doing.

You want some subjects to think about? These are only ones I would like to see, I'm sure other readers have other ideas. How about a comparison of the three major 8-bit terminal programs, Express, D-Term, and the new BobTerm. How about a summary of northern New Jersey's 8-bit and ST BBSs and what features they have. (This could either feature a new BBS each month or have a capsule summary of a bunch of them.) I'd like to see an article on that R/C plane flying program for the ST that only a few people got to look at at the meeting. An overview of the available programming languages for the ST, advantages and disadvantages (I'm working on a similar article for the 8-bit.) Has any new ST game come out that is better than Dungeon Master, and if so, what is it, and why haven't I seen a review in the newsletter? How about reviews of AirBall, Dark Chambers, or ThunderFox for the 8-bit? And so on and so on.

For myself to write, I see the following articles in the future; the continuation of the Action! column (in smaller pieces), the language overview mentioned above written especially for beginners, some articles on LOGO, a comparison of 8-bit fantasy role-playing games, more Flight Simulator II stuff, SpartaDos X programming tips, and a re-review of

PaperClip for newer Atari owners.

This is just stuff off the top of my head. If I sat down and thought about it, I'm sure I could come up with a longer list of subjects I would like to see. So please don't tell me you don't have any ideas. Come see me and I'll assign you something!

I'D LIKE TO WRITE AN ARTICLE BUT I JUST DON'T HAVE THE TIME.

Fine. Take a whole year if you need it. Simple math says if everyone in the group wrote just ONE article a year, with 185 members, we'd be getting 16 new articles a month!

YOU PROBABLY DON'T PRINT ARTICLES FROM KIDS.

On the newsletter in Buffalo, we had regular writers off and on that were 9, 11, 15, and 16 years old. After all, we know who really uses the computer in the house, don't we? I desperately would like to see some input from some of the younger members of this group. Maybe a regular Kid's Korner column or something. So please don't feel intimidated by your age when thinking of writing.

WHO CARES WHO WRITES ARTICLES AS LONG AS I GET MY NEWSLETTER EACH MONTH.

Ahh, at last an argument I have no answer for! The only thing I can say to this, is that if everyone had this pathetic attitude, it would be a mighty slim newsletter each month.

THE CLUB
by Neil Van Oost Jr., JACG

Lacking anything that caught my interest this month to write about, I thought I'd just ramble on a bit about a few things. The first thing that comes to mind is how much JACG means to me.

I was first introduced to JACG by Jeff Schnell, who lives a couple of miles from me. He used to sell Atari software and Antics and ANALOGs at the flea market before the meetings. Well, he did me one of the best services he ever could have by bringing me to a meeting with him, three years ago. I was so impressed that I joined the very

next meeting.

One of the things that impressed me was how everyone tried to help each other to get the most out of their common hobby, "The love of the Atari Computer". My computer background had been quite varied. I went from operating and programming mainframe computers to building an 8080 based computer out of 'Popular Electronics', to purchasing a Sinclair SX-80 kit. How many of you remember them? From the SX-80 I graduated to an Atari 800, which was on-sale at the time for a cheap (I thought at the time) \$629.00.

Most of my recreational spare cash during those years went to purchasing software every payday. At that time, believe it or not, there were stores actually competing with each other for the Atari owner's dollar. It was somewhere around that time that I came across Public Domain software, Shareware, and Freeware and I became a member of Eugene ACE and a frequent customer of Jacksonville ACE's PD library. I also used to pick up some interesting programs from Softside, Compute!, and of course, Antic and ANALOG.

Now most of my Atari interests are centered only in JACG, except for a couple of long distance Atari friends and a couple of local Atari die-hards. I find myself looking forward to those meetings every second Saturday of the month. Where else could I meet friends like Sam, Tom, Steve, Danny, Bob and so many others. All of us from many different backgrounds with one common interest -- Atari Computers.

Now, it seems that Atari is becoming a thing of the past. Membership in JACG is dropping. Support from software vendors who became millionaires overnight selling "Atari" is nonexistent. What little commercial software that is still available, is only to be obtained by driving many miles or sending off by mail order. Support for our own newsletter is dropping --- When was the last time YOU wrote an article! And probably the deepest hurt of all, Atari Corporation itself no longer cares about us.

Yes, I guess it is time to face facts. There are only ourselves left, small user groups scattered around. Individual small vendors, such as ICD, No Frills, Gemini and a small group of others. If it wasn't for these and the software which still flows from individual users and user groups through Antic, ANALOG, Compuserve, Genie, Delphi, etc. Where would we be?

Well, I guess what I'm trying to say in these ramblings is: Hey! Guys and Girls, even though things have been looking blacker and blacker, don't give up the ship. Support JACG. Do a demo at a meeting of your favorite program -- even though it is an oldie, there are for sure some who it will be new to, and you may just rekindle interest in it from an old timer. Even if you think you can't write, jot down your experiences with a favorite program or some thoughts in an area of your computer expertise and send them in to the newsletter. Do it for me, do it for yourself, do it for the guy who sat in front of you at the last meeting -- DO IT FOR US -- THE ONLY ONES WHO STILL CARE AND THINK ATARI.

ELITE Review
by Bob Mulholland, JACG

Rainbird Software touts Elite as "A Fantastic Voyage of Discovery and Adventure" and that boastful phrase also sums up my experience with it. Elite can best be described as the successor to the classic space adventure Star Raiders -- combining the fundamental game attributes of that game with many enhancements to it.

The scenario is one of intergalactic travel in which trading, bounty hunting, piracy, asteroid mining and illegal trading can all be combined to gain money and social status. As a newly licensed graduate of the Space and Interstellar Pilot's Exams you have been supplied a Cobra Mk III galactic ship, which incorporates Zieman Deflection Shields, fore and aft, four hull mountings for Ingram 'rapid-fire' pulse lasers, a Lance & Ferman 'seek and kill' missile system, a Holodirect and ThruSpace GravDistort communications system, and provisions

for a cargo bay extension. With this equipment and one or more of the above lifestyles you attempt to increase your status from a ranking of HARMLESS to the supreme status of ELITE.

Elite requires a minimum of 512K of RAM, TOS in ROM and a color monitor. The software package contains a single-sided disk with a 64-page copy of the Space Traders Flight Training Manual (including an Observer's Guide to Ships in Service), and a Quick Key Control Guide, which contains directions on loading the program and a summary of the various controls (Space Flight, Navigational, Space Combat, Trading, Game, and Other). Elite can be operated from the keyboard, the mouse, or a joystick although I found the combination of all three to be most effective.

Play begins when you, as Commander of the Cobra Mk III, choose one of over 2,000 planets spread throughout eight galaxies in which to trade such items as food, luxuries, computers, alloys, gold, alien items, etcetera cetera. The galactic chart shows all registered worlds within the galaxy and the player selects a planet using the local navigational chart, which displays the range of planets relevant to his fuel supply. Once chosen, the Commander performs a Hyperspace Jump to reach the destination planet. Choosing a planet is never easy and the trader is advised to use the Worlddata link, which provides information on a particular planet, such as distance, type of main life form, degree of agricultural or industrial development with industrial and technological level displayed on a scale of 1-12, and government type. It doesn't take long to realize that trading with a Corporate State or Democracy is less hazardous than trading with a Communist State, Dictatorship or, worse yet, an Anarchical world.

Far from being a dull political game requiring only intellectual thought there is also the in-flight combat that is bound to occur no matter what type of a government the trader is destined for. Depending on your lifestyle, you are going to run into one or more of the following

spacefaring types: Bounty Hunters, Pirate vessels, the Police, and Thargoid invasion ships and Thargons. From personal experience I would rather deal with three GH Class PulseShips containing Police, who are trying to destroy me just because I deal in slaves, narcotics and firearms -- among other things, than one Thargoid invasion ship containing Thargoids, who are humankind's deadly enemy. Though most of the Thargoid Space Fleet is currently engaged by the Galactic Navy in InterGalactic Space, a few of the smaller battleships make occasional destructor-raids into human space. In the beginning it was difficult to survive with all of these hostile forces in the galaxy but as I gained money I was able to switch from the weaker Pulse Laser (400 credits) to a Beam Laser (1,000 credits) and finally to a Military Laser (6,000 credits). Also available for purchase in the weaponry arsenal are Lande & Ferman Homing Missiles (30 credits), the preferred missiles for small class trade-combat ships, Extra Energy Units (1,500 credits) to double the energy bank replenishment rate, ECM Systems (600 credits) to destroy all missiles in the ship's vicinity, and Escape Capsules (1,000 credits) when all of the above options fail and there is nowhere to turn.

The interior of a Cobra Mk III offers a wealth of information to an intergalactic pilot. The console displays cabin temperature, altitude, forward velocity, indication of a space station, flight grid scanner, compass, fuel level and radar magnification. Screen display is a first person, three-dimensional view from the bridge looking out into the vast abyss of space. The graphics are superb and exceptionally brilliant and screen processing speed is very fast. Two ships can be on the screen in full three-dimensional color along with various other objects moving about and there is no appreciable difference in speed.

The Cobra Mk III can be enhanced with non-combative equipment by purchasing such apparatus as a fuel scoop (525 credits) for converting solar energy into fuel instead of

purchasing fuel, a cargo bay extension (400 credits) to increase the hold space from 20 to 35 tons, a docking computer (1,500 credits) to enable the ship to dock automatically instead of having to rely on your own ability at docking, intergalactic hyperdrive (5,000 credits) to move from one of the eight galaxies into another, and finally, asteroid mining lasers (800 credits) to fragment asteroids and collect the particles which separate from it.

Elite is not the type of game that can be completed in a short amount of time. It requires diligent practice and patience as you slowly progress up the social ladder. As the back of the box which Elite comes in attests: "That's why you'll be totally hooked for hours, days, weeks, even years as you strive to reach the heights of Elite!" Pragmatically, it will require months or even years to visit each and every one of the 2,000 planets (average time to visit a planet, trade and move on to the next planet is about 20 minutes). Needless to say it will not become a boring game quickly since obstacles become more difficult as your legal status and combat ranking rise.

One of the finest features I found in Elite was the ability to save the current game in RAM or to the disk. Elite also allows a disk catalog of each of the Commanders' names and the ability to choose which one to load. Even better was the fact that Elite is not copy-protected and a backup can be made, thus making the saving of a game less dangerous since it needn't save to the original disk. Rainbird Software employs a different method of copy-protection in which the program requires the user to look up a certain word on a particular page of the manual and type that word into the computer before Elite will run. The ten seconds or so of time to type in this one word is much better than the potential loss of your original program disk.

Unfortunately, after all of this praise for the game it does have two bugs that I have encountered. Infrequently, when I reached a Coriolis Space Station, which is the place to trade and buy supplies and equipment

with the planet, I was unable to properly dock with it because the entrance tunnel was not facing the planet as it should be, according to the manual. This makes it virtually impossible to align the ship with the entrance tunnel since the planet is the only reference point to it. The other bug happened only once but I felt it was worth mentioning. I had enabled the Docking Computer I had purchased and was approaching the entrance tunnel when another ship exited the tunnel and we crashed into one another. I would have assumed it to be a defect in the Docking Computer and a random variable placed in the game but it did freeze the computer and displayed a trap #02 error, which forced me to reset my computer and lose the game I was currently playing. I'd like to stress that I don't think that these two minor bugs should be considered in purchasing Elite, but they are worth noting.

I can highly recommend Elite to both novice and expert game players. Elite tailors itself nicely to both kinds of players -- a task very difficult to accomplish for most games -- and therefore isn't too frustrating for a novice and not too easy for an expert. Elite is more than just a game, it offers the player a lesson in political science and sociology as well. Elite can be purchased in North America at Rainbird Software, P.O. Box 2227, Menlo Park, California 94026.

DELIGHT FOUND ON GENIE!
by David E. Dvorin, JACG

Two files have been uploaded on the JACG BBS from GENIE that I thought were on the unusual side. The files are PLANE1.DCM and PLANE2.DCM. They were #3840 and #3841 in the GENIE 8-bit library.

These files contain programs that create paper airplanes. Various designs are presented on the screen and with the push of a button, the design can be printed on an EPSON/compatible printer. Directions on how to fold the paper are shown on screen.

Each file (PLANE1.DCM and PLANE2.DCM) actually contain a whole

set of files. To convert each single file to usable files, one must use DISK COMMUNICATOR by Robert Puff. Each file requires a fresh DOS 2.X formatted single side of a single density disk. Once the files are converted, the application can be run by booting the side PLANE1.DCM created having BASIC enabled. The disk will take over from there. (DISK COMMUNICATOR by Robert Puff can be purchased through the JACG library.)

My hat off to the author, Dennis Griffin. He did a nice job with this application.

FLIGHT SIMULATOR II ADD-ONS
by Dave Arlington, JACG

Two months ago at the Atari Safari I did a demo of Flight Simulator II. I had a full array of goodies there including all the Scenery Disks and about 6 different books written about FSII. Judging by the questions I was asked that day along with the fact that most people have a limited interest in Flight Simulator (along with a limited income!), I thought I would provide a capsule buyer's guide to the different Scenery Disks and books available.

SCENERY DISKS:

The BASIC SCENERY: This is not an add-on, but I thought I would provide a description of the type of scenery found with the basic FSII package so a comparison to the other scenery disks could be made.

In the original package there are four areas for the XE and 5 for the ST plus a small WWII scenario flying area. The four areas common to both versions include Chicago, New York-Boston, Los Angeles-San Diego, and Seattle. The ST version includes the San Francisco Bay area (more on this area later). In all areas major roads are white lines, rivers are blue lines, cities are black flat areas, and mountains are black 3-dimensional hills (at least in the XE version). Mountains are different colors in other FSII versions. Each area has a few control towers you can reach with your radio and a few instrument landing approaches. There

are also VOR towers and Non-Directional Beacons for those into instrument flying.

In the basic scenery areas, there are two kinds of airports; those with nice solid black runways with white dotted lines down the middle, and those which are just outlines in white on the grass. Most of these latter airports are the larger ones with taxiways and multiple runways. Unfortunately they are also very hard to land on since they are pretty indistinct until you get fairly close. Some are actually easier to see at night or dusk when the airstrip runway lights are turned on. (Landing at L.A. EX at dusk is one of the prettiest sights in the basic scenery areas.)

There are mountains to fly in and around in both west coast areas and all areas except the L.A.-San Diego area has 3-D buildings and landmarks to see. A couple of the landmarks and mountains are really only 2-dimensional in that you can fly around the side and see the edges! And if you fly around the side of Mt. Ranier in Seattle, it just disappears!

SAN FRANCISCO STAR SCENERY DISK (XE only): This is not available separately for the ST since it part of the basic package for the 16-bit machines. And with good reason. If you have the 8-bit version and only buy one scenery disk, this is the one I would recommend. It has all the features mentioned above that come in the basic scenery areas except there is much more detail involved.

By detail, I mean more buildings, bridges and mountains. It also still has its share of control towers and instrument approaches. All the airports now are the easy-to-see black strip variety and this continues in all other scenery disks to date. The San Francisco disk also covers a small enough area so that if you never learn to use your instruments, you can find your way around by sight alone. This disk is very picturesque and worth having. The only small annoyance (and this seems to be common to scenery disks) is mislabeled maps. Don't be surprised to find an extra runway or a

control tower that won't answer at the given frequency now and then.

JAPAN STAR SCENERY DISK: (XE and ST) Everything mentioned above for the San Francisco Star disk holds true for the Japan disk. Highly detailed, within a small area. However, for some reason, I can't find any interest in flying around Japan. This is the only scenery disk I don't own, but if you like the S.F. one and want to try Japan, you should check it out.

THE WESTERN SCENERY DISKS 1-6: (XE Only, although I had heard they were being redone for the 16-bits ala the later scenery disks).

When SubLogic first got the grandiose idea of trying to simulate the scenery of the entire country, they had not perfected their approach to simulating large areas on one disk. So in many respects, these Western Scenery disks were a disappointment to many who were used to the original areas or the Star Scenery disks.

What is detailed is this; all major cities and towns as black areas, most major rivers, lakes, and highways, a lot of airports; all with the nice black runways drawn neatly to scale. There are VOR towers and NDBs. Mountains are an iffy thing. Some of the Western Scenery disks have them in great abundance and are a lot of fun to fly. Scenery Disk 5 with the white mountains of Salt Lake City and the black mountains of Colorado is the best of all scenery disks if you like flying in and around mountains. Scenery Disk 2 also has some, and Scenery Disk 4 has Mount Shasta and the Great Crater Lake in great detail.

What is missing is this; No control towers to talk to and no instrument approaches. No buildings anywhere to be seen. Many of the Western Scenery Disks have no mountains at all and those that do are not documented so you have to hunt around for them. What is funny is that some of the scenery disks that have no mountains, still have great changes in altitude which makes things somewhat unrealistic.

I don't really recommend these disks, even though I enjoyed flying most of them, unless you are a completeist or like flying mountain areas. I rank them in this order: 5, 4, 2, 3, 1, and 6. I must say though I did learn a lot about American geography from these disks.

SCENERY DISK 7: EAST COAST (XE and ST) After SubLogic heard many a complaint about the set of 6 Western Scenery disks, they approached the first of the Eastern set with a new concept. They took quite a long time but it was well worth it. What they did was combine the detail of a Star Scenery disk with the larger area of the Western Scenery disks. The result was so much scenery information that the scenery had to be split across two disks for the XE.

The good news is all the things missing from the Western Scenery disks are back again. Although I would rank this as second best of the scenery disks out for the XE, it does have its quirks. Although famous buildings make a reappearance, some of them are of the flat 2-dimensional type. Secondly, this is the first of the two newest scenery disks that has the problem in the 8-bit versions of the invisible day-time cities as detailed in my earlier FSII articles. Sights to check out are downtown Washington, D.C. and the Space Shuttle on the launching pad.

SCENERY DISK 11: GREAT LAKES (XE and ST) I have covered this disk pretty thoroughly in my previous two FSII articles so I will not re-hash it too much here. It contains the same nice detail of Scenery Disk 7 and for the first time, flights can be made to Canada. (The Western Scenery disks stopped at the borders. No airports or anything exists for the Western set in Canada or Mexico.) I rank it third on the list of available 8-bit Scenery disks.

WESTERN EUROPEAN SCENERY DISK: (ST Only) This is like a Star scenery disk that contains all the highlights of Europe. London, Paris, Frankfurt, and even part of Moscow have nicely detailed areas. Although the Japan disk never excited me, if I had an ST, I'm sure I would have this disk in my

collection from what I have seen of it.

That's it for this month. In a future installment, I will review some of the books that have been written on FSII along with suggestions as to which are good buys and which are not.

GFA
Class 3

This lesson we're going to learn a little about making our programs a bit more graphically pleasing. We've already learned how to use the PRINT command to place characters on the screen so lets move on to another way to put our text on the screen. The DEFTTEXT command (stands for 'define text') allows us to change several characteristics of our text. After you use the DEFTTEXT command, you can use the TEXT command at any time in your program to place your custom formatted TEXT on the screen. Your TEXT will always appear in the same style, color and size as the last DEFTTEXT command you issued. To change the style (or color and size), simply enter the DEFTTEXT command again. The TEXT command is similar to the PRINT AT command except that instead of using the column and row to define where you'll PRINT, you now must use the 'pixel' location. A pixel is only a dot on the screen and in medium resolution, the ST has 640 dots or pixels horizontally and 200 pixels vertically. When you issue the TEXT command with the pixel location to begin your TEXT at, remember that the location you provide represents the lower left of the first letter in your TEXT. The usage of the DEFTTEXT command is as follows: DEFTTEXT A,B,C,D . A,B,C & D are simply numeric variables you supply to tell GFA how you want your TEXT to look. The first variable (A), is the number of the color you want your TEXT in (0-3 for medium resolution, 0-15 for low and 0-1 for high). The second variable (B), defines the style of TEXT as follows: 0 - normal, 1 - bold, 2 - light, 4 - italic, 8 - underlined, 16 - for outlined and to get any combination of these, you simply add the values together (i.e. Bold italics would be 1 for bold + 4 for italics = 5). The third variable (C), may be 0,90,180 or 270 and it defines the rotation of the TEXT in degrees (i.e. 180 is upside down). The last variable (D), defines the height of the characters in pixels with 4 being very small and 32 being large. Lets look at an example to help us ingest all this (EX31):

```
DEFTTEXT 3,16,0,32 !Change the numbers and 'Play' TEXT
250,100, "Hello there!" PAUSE 200 EDIT
```

We can also put graphic shapes on the screen rather easily by using the proper command and supplying the pixel coordinates where we want our shape drawn. Three commonly used commands for this are BOX, CIRCLE and ELLIPSE. The BOX command is used as follows: BOX A,B,C,D where A and B represent the pixel locations of the upper left hand corner of the box and C and D represent pixel locations for the lower right hand corner. You may also draw rounded corners on a box by simply placing an 'R' in front of the command (i.e. RBOX A,B,C,D). Lets draw a box (EX32):

```
BOX 100,50,540,150 PAUSE 200 CLS RBOX 100,50,540,150 PAUSE
200 EDIT
```

The CIRCLE command is similar: CIRCLE A,B,C where A and B are the pixel locations for the center of the CIRCLE and C is the radius (in number of pixels) (EX33).

```
CIRCLE 320,100,140 PAUSE 200 EDIT
```

Again, the ELLIPSE command is easy to use: ELLIPSE A,B,C,D where A and B are the pixel locations for the center (just like CIRCLE) and C is the length of the horizontal axis and D is the length of the vertical axis (EX34):

```
ELLIPSE 320,100,140,30 PAUSE 200 EDIT
```

Now, lets move on to the DEFFILL and FILL commands. DEFFILL stands for define fill and it just allows us to define a fill pattern and color of our choice. FILL is used to fill an area that we provide the coordinates for with the pattern we defined in the DEFFILL command. Usage is: DEFFILL A,B,C where A is the color to use (same as before) and B and C are the patterns. Many patterns are available so I'll refer you to your GFA owners manual as they have pictures of all the available patterns and their corresponding numbers. Usage of the FILL command is as follows: FILL A,B where A is the horizontal pixel location to begin the FILL and B is the vertical pixel location. If you're filling an enclosed area (BOX, CIRCLE or ELLIPSE), be sure your coordinates are inside the shape and not just on the border as the FILL command will work on the border. It simply fills all areas of the same color with your pattern. If your shape isn't fully closed, it can also 'leak' out to the rest of the screen. Now an example (EX35):

```
BOX 100,50,540,150 DEFFILL 1,2,9 FILL 101,51 PAUSE 200
EDIT
```

Another way you can FILL a shape that's much faster is to add a 'P' in front of the shapes command (PBOX, PCIRCLE or PELLIPSE). You must issue the DEFFILL statement BEFORE the PBOX or FILL or else it will have no effect (a PBOX without a DEFFILL first would simply draw a BOX). As in the BOX command, you may also use the 'R' for rounded corners with the PBOX command (i.e. PRBOX) to get a filled BOX with rounded corners. Lets do another example (EX36):

```
BOX 100,50,540,150 DEFTEXT 3,4,0,13 TEXT 265,100,"Plain
'BOX'" @NEW_SCREEN !Remember our GOSUB? CIRCLE
320,100,80 TEXT 265,100,"Plain 'CIRCLE'" @NEW_SCREEN
ELLIPSE 320,100,140,30 TEXT 265,100,"Plain 'ELLIPSE'"
@NEW_SCREEN DEFFILL 1,2,16 PBOX 100,50,540,150 TEXT
265,160,"Filled 'BOX' (PBOX)" @NEW_SCREEN PCIRCLE
320,100,80 TEXT 265,160,"Filled 'CIRCLE' (PCIRCLE)"
@NEW_SCREEN PELLIPSE 320,100,140,30 TEXT 265,160,"Filled
'ELLIPSE' (PELLIPSE)" @NEW_SCREEN PRBOX 100,50,540,150
TEXT 265,160,"Filled BOX with rounded corners (PRBOX)"
PRINT AT(20,23);"Press any key to continue..." KEY=INP(2)
EDIT ' PROCEDURE NEW_SCREEN PRINT AT(27,23);"Press any key
for next shape..." KEY=INP(2) CLS RETURN
```

Lets go on to another helpful graphic command and that's the GRAPHMODE command. GRAPHMODE determines how the graphic shape you place on the screen will affect other shapes already there. Usage is: GRAPHMODE A where A may be 1,2,3 or 4. 1 is the default mode and it indicates 'replace', in other words, whatever you put on the screen covers up whatever was already there. 2 is 'transparent' mode, your new graphic allows the old to show through. 3 is called 'XOR' and it sort of inverses whatever is there. For a better explanation of 3 and an explanation of 4, please refer to your GFA manual (they're seldom used). We'll combine an example of this command later with some of the others.

Two other graphic commands that work hand in hand with those we've already learned are the DEFLINE (define line) and LINE commands. The DEFLINE command must be issued before the LINE command and its' usage is: DEFLINE A,B,C,D where A defines the style (1 - 6, see your GFA manual), B defines the lines width in pixels and C and D define the beginning and ending styles of the LINE (i.e. 0-normal, 1-an arrow, 2-rounded). The LINE command draws a LINE in the style defined in DEFLINE between two points. Usage is: LINE A,B,C,D where A and B are the pixel locations of the beginning of the LINE and C and D are the ending pixel locations of the LINE. Time for an example (EX37):

```
FOR X=1 TO 3 DEFLINE 1,10,X,X LINE 100,100,540,100 PAUSE
200 NEXT X EDIT
```

Another important graphic command is DRAW or DRAW TO. Usage is DRAW A,B to DRAW a single pixel at location A,B or DRAW A,B TO C,D to DRAW a line between the two pixel locations (A,B and C,D). It's very similar to the LINE command except that you may continue the line you're drawing by adding additional 'TO's in the command. The PLOT command is identical to the DRAW command when you only supply it with A,B. They both DRAW a single dot (pixel) at the location you specify. Lets do an example (EX38):

```
DRAW 10,10 TO 630,10 TO 630,190 TO 10,10 PAUSE 200 EDIT
```

This draws a triangle between the points we provided.

Now to add a little COLOR to our programs. The COLOR command determines what color will be used when you issue the BOX, CIRCLE, ELLIPSE, LINE or RBOX commands. Its use is very simple: COLOR A where A is one of the available colors for the resolution you're in (0-15 for low, 0-3 for medium and 0-1 for high).

Lets venture into a few of the STs' more unique commands like the mouse. Two very easy commands that affect the mouse are HIDEM (hide mouse) and SHOWM (show mouse). Using them is as simple as (EX39):

```
HIDEM ? "No mouse on screen now..." PAUSE 300 SHOWM ?
"Here's your mouse back..." PAUSE 300 EDIT
```

A command that controls the shape of the mouse is the DEFMOUSE (define mouse) command. Usage is: DEFMOUSE A where A can be any number between 1 and 7 to choose any of 7 predefined mouse shapes. Advanced users can also use this command to create their own mouse shape but we'll keep it simple here. Run the following example (EX310):

```
FOR X=1 TO 7 DEFMOUSE X PRINT AT(25,11);"This is mouse
shape "X"..." PAUSE 300 NEXT X EDIT
```

Another mouse command is simply MOUSE. This command reads the horizontal and vertical locations of the mouse pointer and it also reads the status of the mouse buttons. Usage is: MOUSE A,B,C where A is the horizontal pixel location, B is the vertical pixel location and C is the current status of the mouse buttons. C can be 1 of 4 values (0-3). 0 indicates no buttons are being pressed, 1 indicates the left button is being pressed, 2 indicates the right button is being pressed and a 3 indicates both the left and the right buttons are being pressed together. An example (EX311):

```
PRINT AT(27,23);"Press right mouse button to exit..." DO
MOUSE A,B,C VSYNC !What's this? Read below... PRINT
AT(1,1);"Horizontal location - "A" PRINT
AT(1,2);"Vertical location - "B" PRINT AT(1,3);"Button
status - "C" EXIT IF C=2 !Set our loop exit
condition LOOP EDIT
```

I dropped a new command on you while you weren't looking! The VSYNC command allows you to coordinate your screen updates with the refresh rate of the ST. It gets very complicated but lets just say that anytime you get a real bad screen flicker, this command will usually help out. To see what I mean, go back to the previous program and put a remark symbol (') in front of the line with the

VSYNC and see what the program does without its' help.

Another way to read just a particular item from the mouse (i.e. if you only need 1 of the 3 MOUSE variables), is to use another form of the MOUSE command. These are MOUSEX, MOUSEY and MOUSEK. As you may have guessed, MOUSEX reads only the horizontal pixel location while MOUSEY reads the vertical pixel location and MOUSEK reads only the mouse button status. An example (EX312):

```
K=MOUSEK HIDEM PRINT AT(28,11);"You can't see the mouse,"
PRINT AT(28,12);"but right click to exit." REPEAT UNTIL
K=2 EDIT
```

With the preceding commands we've learned, you can actually begin to write some of your own 'GEM' type routines. Examine the following program and make sure you understand it all as it will help you to build your own routines (EX313).

```
Graphmode 2      !'Transparent' drawing mode Color 3
!Sets color for drawing to color 3 Defline 1,18
!Defines the line as solid and 18 dots thick Deffill 2,2,4
!Set a solid fill in color 2 Prbox 28,28,628,180 !Puts a
filled,rounded box on screen Rbox 28,28,628,180 !This
draws the thick border Defline 1,6 Rbox 288,147,368,163
!Our exit box Deftext 1,8,32 !Set text to big and color
1 Text 268,78,"Sample !" Deftext 3,4,8,13 Text
188,98,"This is how you could build your own 'Dialog' type
boxes!" Text 218,118,"Click in the box to exit..." Print
At(39,28);"Exit!" Defmouse 3 !Defines mouse shape
as the hand Do Mouse A,B,C !Reads mouse position and
button status If A>286 And A<354 And B>153 And B<157
Then
```

```
    If C=1 Then !If mouse is in the right place, check
button status
```

```
    X=1
```

```
    Endif Endif Exit If X=1 !Exit loop if all was
correct Loop Deffill 1,2,8 Graphmode 3 !Sets
graphmode to 'XOR' (Read the book!) Prbox 288,147,368,163
!Turns our exit box inverse Pause 10 !Pauses
momentarily Edit
```

That's all for this lesson but as always, remember that using these commands is the key to learning them. Have fun!

Tom Hayslett
STAR Users Group

TREASURER'S REPORT

Jack S. Rutt, JACG Treasurer

Jersey Atari Computer Group
Treasurer's Report For the Period
January 1 to June 30, 1989

Balance as of 1/1/1989 \$514.80

INCOME:

Membership		
3rd Class	\$1600.00	
1st Class	\$270.00	\$1870.00
Library Sales		
8-bit	\$698.00	
16-bit	\$486.00	\$1184.00
Advertising		\$192.00
Newsletter Sales		
Misc. Income	\$7.00	\$3253.00

EXPENSES:

Postage	\$332.75	
Newsletter	\$1261.29	
Disks for Library		
5 1/4"	\$370.40	
3 1/2"	\$149.00	\$519.40
Disks Labels	\$31.75	
Communications		
Awards and Prizes		
Misc. Supplies		
Computer Repair		
Bank Charges	\$19.92	
Sales Tax	\$95.65	\$2260.76

BALANCE IN NATIONAL COMMUNITY BANK
AS OF 6/30/89 \$1507.04
=====

Respectfully submitted

Jack S. Rutt
Jack S. Rutt
Treasurer

TYPESETTER

QUICK REFERENCE CARD

TYPESETTER 65 TEXT EDITOR COMMANDS

Ctrl-J - Shift page 1 column right
 Ctrl-K - Shift page 1/8 column right
 Ctrl-P - Shift page 1 column left
 Ctrl-Q - Shift page 1/8 column left
 Ctrl-U - Move page 1 mode line up (wraps)
 Ctrl-V - Move page 1 mode line down ("")
 Ctrl-H - Change height (1-8 rows)
 Ctrl-W - Change width (1-4)
 (1=1, 2=2, 3=4, 4=8 columns)
 Ctrl-R - Rotate character 90 degrees
 Ctrl-X - Type characters down page
 Ctrl-Y - Type characters up page
 Ctrl-Z - Type characters right to left
 Ctrl-M - Set margins from 1 - 6
 Ctrl-O - Overlay text over pictures
 Ctrl-E - Erase only visible screen
 Shift/Clear - Erase entire Typesetter page
 Ctrl-I - Fill all page with one character

Ctrl-A - Standard Atari Font	- ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz
Ctrl-B - Graphics Font (Upper)	- [Graphics Font Upper]
Graphics Font (Lower)	- [Graphics Font Lower]
Ctrl-C - Control Character Font	- [Control Character Font]
Ctrl-D - International Font	- [International Font]

TYPESETTER 65 I/O COMMANDS

Ctrl-F - Load new font | Ctrl-, - Format disk
 Ctrl-G - Load Graphics 7+8 screen
 Ctrl-M - Load Page Designer Screen
 Ctrl-L - Load Typesetter 65 screen
 Ctrl-S - Save Typesetter 65 screen
 Ctrl-T - Disk Directory and Autoload
 (Hit RETURN to cycle through disk,
 hit SPACE to load font or page.)

TYPESETTER TIPS AND TRICKS

To layout a Typesetter page, first place all borders and backgrounds. Next load any graphics screens and then any icons. Placing text should be last step.

If you're having trouble placing large characters, adjust height or width to one and use cursor movement to fine tune placement.

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Saturday September 9th 1989

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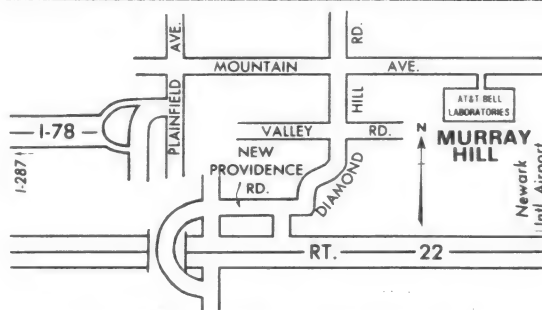
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Invitation sent



AT&T BELL LABS (AUDITORIUM)

Mountain Ave. Murray Hill, NJ

Spread the word! The **JERSEY ATARI COMPUTER GROUP** will hold a regional meeting on Saturday September 9th, 1989. **ATARI** clubs from **New York, Pennsylvania, and New Jersey** have been invited. Come and meet fellow enthusiasts who share your interests. Public domain disks from club libraries will be available for sale. Door prizes for both 8 & 16 bit computers, as well as an 8 Bit and ST computer will be given away ! See you at the meeting.

JACG AGENDA

7:45 Doors Open

8:00 Registration & Flea Market

9:00 Informal meeting of all club officers

9:30 Question & Answers with Bob Mulhearn

10:00 Welcome and General meeting starts

1:00 End of program

For further information write:

JACG

P.O. Box 5206

Newark, NJ 07105-0206

or call,

(201) 241-4554 [voice]

(201) 298-0161 [JACG BBS]

WHO AND WHAT IS THE JACG?

What is the JACG? We are Atari enthusiasts and users, dedicated to supporting Atari users throughout the Northern New Jersey area. Our club includes teenagers and retirees, engineers and teachers, and many more. The computers we use and enjoy range from aging Atari 800s with single-sided 810 disk drives, to the latest and most expensive Atari MEGA ST-4s. We are a club that meets once a month, at the AT&T Labs Auditorium in Murray Hill, with demonstrations of the latest software, and a flea-market before each meeting. We publish a newsletter produced on a mixture of 8-bit and 16-bit Atari computers, and exchanged with dozens of other Atari clubs across the country and around the world. We make available Public Domain software for both lines of computers. And, we run an electronic Bulletin Board System 24 hours a day, on an Atari ST. (201) 298-0161.

Should you join the JACG? Do you have an Atari computer sitting in the closet, for lack of anything to run? We have hundreds of public domain programs which you might find useful or fun. Did you buy or receive an Atari 65XE Game System for Christmas? There's a regular Atari 8-bit computer inside, and we can help you do more than play games with it. Thinking about buying a computer, but find MS-DOS a bore, and Macintosh too high? Try coming to one of our meetings, and learn if maybe an Atari computer won't fill your needs. Do you have a problem with your Atari, and don't know where to turn? Ask us, we're only a phone call away! We can't guarantee we'll be able to help, but we'll do our darndest to try! If you're an Atari owner in north New Jersey, you should join the JACG!

JACG MEETINGS

WHEN:	2nd Saturday	WHERE:	AT&T Labs, Auditorium
	9:00-10:00 Flea Market		Murray Hill, New Jersey
	9:45-10:00 Questions & Answers		
	10:00-12:00 Meeting		

DIRECTIONS: From North, East, or South: Take the Garden State Parkway to 78 West. Go about 9 miles to the Berkeley Heights exit, which should put you on Diamond Hill Road. (Note: 78 and 24 are combined for several miles. When the two Highways split, stay in the left lane, to continue on 78.)

Turn right at the second traffic light, onto Mountain Avenue. Go 0.4 mile, the entrance will be on your right.

From West: Take 78 East to the Berkeley Heights exit, then follow the above directions.

LOCAL: From the east, take 22 West to about Scotch Plains. Look for a "Murray Hill" sign (at a McDonalds). Turn right at the sign. Proceed one block to "T" intersection. Turn right onto Diamond Hill Road, and go 1.7 miles to second traffic light. Turn right, and go 0.4 mile to the Lab on the right. From the west, take 22 East past the McDonald's to the next U-turn, then get on 22 West and follow the above directions.

ZMAGAZINE'S



This Issue:

Z*Net NewsWire

Darek Mihocka's
Quick Utilities

Books for New
ST Users

Sig Speaks ver 2.0

Organizing Your
User Group

Dearborn World of Atari In Review

by John Nagy

With final show attendance figures of 3,100 people, the Dearborn World of Atari Show was a clear success. It was just as clearly not a block-buster follow up to the Disneyland World Of Atari show that drew close to 10,000. The sales floor in Dearborn was 50% larger overall than that at DISNEYLAND in April, but fewer developers and dealers populated it. To make up for it, the ATARI CORP area had over five times the space they had last time, plus several user-groups had booths, and a food and resting area filled the hall.

Exhibitors included retailers RITE-WAY, ALPHA SYSTEMS, INNOVATIVE CONCEPTS, CAL-COMM, BEST, MARS MERCHANDISING, and FIRST STOP. Developers were MIGRAPH, GRIBNIF, CODEHEAD, GADGETS BY SMALL, SIERRA ON-LINE, FAST TECHNOLOGY, SEYMOR RADIX, ICD, INTERSECT, MICHTRON, IMAGEN, REEVESOFT, SOFTREK, DATAFREE, and ACCUSTAR. Rounding out the show were ZMAG/ST*ZMAG/ZNET, ST-WORLD Magazine, GENie Telecommunication service, ABACUS books and software, and the user group tables of CHAOS (Lansing), GAG (Flint), MAGIC (Detroit), and GLASS (Detroit).

In intense heat and humidity, Saturday's crowd soon clogged all the aisles. Sunday brought more heat and substantially smaller crowds, but vendors were VERY happy with sales. Overall, the user groups also did well at the show. The CHAOS user group presented the VIDI-ST video digitizer, which caused a major traffic tie-up in the front aisle. Another group had disk sales totalling well over \$1,000. Groups also sold World of Atari mugs and caps for only \$5.00 apiece.

Atari had two sets of tables, both U-shaped and facing each other. Sig Hartmann and Chris Roberts were the only corporate officials, but numbers of local distributors as well as volunteers from the area clubs manned the sprawling display. Included in the Atari area was an XE running an 80 column version of AtariWriter, a second XE game system with SX-Express at 1200 baud calling Genie, and two 65XE's running Beta Test Version of XE Maze, the 8-bit version of Midi Maze. Also on

display by Atari on some of the many DTP systems they had set up was Wordflair, a powerful word processor/database combination written for Atari by Blue Chip. It is due early 1990.

The PORTFOLIO was there, and Atari officials never let it out of their sight, and seldom out of their grasp. Hoped for but notably missing from the Atari 8-bit and game area were the new EPYX-made portable game systems.

The PROTOTYPE Stacy LAPTOP ST almost didn't make it to the show at all! In an unusually rough plane ride from California, the Stacy was bashed beyond belief! At 1 A.M. Dave and Sandy Small (of Gadgets by Small, makers of the MAC emulator SPECTRE and GCR) were asked "Could you please fix our baby!!?" By 5 AM, Stacy was once again in one piece, and in spite of extensive surgery, apparently was no worse for the wear. Sandy plugged in one of the prototype Spectre GCR's available in the Gadgets booth, said a small prayer, and booted the Stacy. It proceeded to boot, and soon Macintosh applications were floating across the LCD display of what was now the world's first Laptop Mac. Sig Hartmann was, to say the least, ecstatic! The GCR still can't be bought, but it will begin shipping in scant weeks.

Presenting public seminars were Sig Hartmann, David Small, Dorothy Brumleve, and Darek Mihocka. Closed sessions were also held for area dealers in a recruitment attempt, but a small turnout and the fact that featured speaker Mike Dendo was not present made it less than was hoped. A user-group officer meeting with Sig and Richard Tsukiji, show promoter, closed the show.

While the attendance was NOT what was forecast for the Dearborn World of Atari, they were higher than one might expect in the heat wave. Part of the problem with the show has been publicity... although this show was expected to have plenty of mass media advertising, the last minute blitz never occurred.

The World of Atari goes next to Dallas/Fort Worth, Texas on August 19-20. Info: Exhibitors (503) 673-2259, reservations/air/hotel (800) 842-9034.

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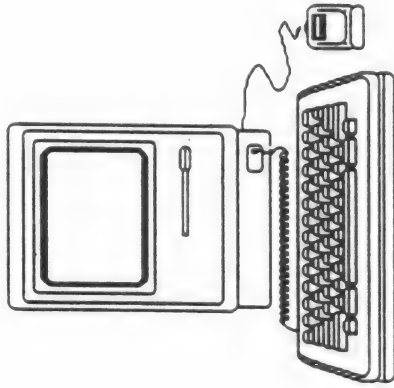
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Z*NET NEWSWIRE



☞ A San Francisco judge has issued a preliminary injunction barring Tengen Inc., an Atari Games subsidiary from further sale of the Soviet-made computer game, "Tetris." A Tengen spokesman stated that home sales of the game began about a month ago, and a successful version of the Tetris game in arcades since February. This ruling has no effect on the other suit by Atari on patent infringement and monopoly practices against Nintendo.

☞ Lucasfilm Games, has agreed to provide Electronic Arts exclusive distribution rights to current and future Lucasfilm entertainment software in the United States and Canada. Electronic Arts will be responsible for sales, distribution and manufacturing of Lucasfilm Games programs, including Maniac Mansion, Battlehawks 1942 and Zak McKracken and the Alien Mindbenders. EA also will distribute a soon-to-be-released graphic adventure game AND an arcade game based on the recent Lucasfilm/Paramount film, Indiana Jones and the Last Crusade. Most if not all of these products WILL be released in an Atari ST version.

☞ ANALOG magazine will go undercover this fall... to be subsumed into ST-LOG, its own child. Advertising for 8-bit specific magazines is so scarce that despite good circulation, ANALOG could not remain viable. Inclusion as part of ST-LOG will not reduce the coverage of either machine substantially according to the current plans, and will make both operations stronger.

☞ Future Systems, Inc. has released a new series of hard drives. 30, 50 and 80 MEG self contained external units complete with power supply, cooling fan, and controller interface. Each unit is pre-formatted at the factory

and comes ready to run. Prices range from \$749 to \$1199.00. (818) 407-1647

☞ CompuServe celebrated 10 years of service in July and celebrated by buying "The Source", a longtime competitor in national telecommunication service. Members of The Source will be offered membership to CompuServe through a mailing before August. August 1, 1989, The Source will close.

DEARBORN WORLD OF ATARI - NEW RELEASES AND ANNOUNCEMENTS:

☞ ABACUS of Grand Rapids, Michigan, introduced BECKERCAD ST, a \$395 professional CAD system that supports Postscript, HPGL, and GDOS output, 300 layer capacity, and more. Showgoers at Dearborn bought this powerhouse for only \$95! Abacus also showed their line of fine books for every level and interest in the ST community. ABACUS, (800) 451-4319 or (616) 698-0330.

☞ SOFTREK introduced yet another upgrade to TURBO-ST, called a "software blitter" by some. This new version is still faster, and even accelerates MEGA systems that DO have a blitter already. Release 1.57 was available at the show, and 1.6 has now shipped to buyers of 1.57. Improvements include significant compatibility and speed increases, and optional separate (memory saving) versions for MONO or COLOR only operation. \$49.95, upgrades \$5. Softrek, (407) 657-4611.

☞ Another show introduction was NEODESK version 2.04. Free updates were made at the GRIBNIF booth (so what DOES Gribnif mean, eh?) for users who brought their original disk with them. 2.04 supports the new large monitors plus adds a host of things, each small but a pleasure, to the desktop alternative. Gribnif, (800) 999-GRIB or (413) 584-

7887.

☞ Innovative Concepts of the Detroit area introduced three new products for the 8-bit Atari computer. EASY-SCAN II saves scanned graphics as a standard 62 sector file. It requires 128K of RAM or more, \$99.95. RAMDRIVE + is a low cost memory upgrade, giving an 800XL 128K XE compatibility at \$59.95 for a kit. The HAPPY DOUBLER is a software product to make a HAPPY equipped 1050 disk drive think it is an ICD DOUBLER equipped unit - \$19.95. (313) 293-0730.

☞ CODEHEAD brought a unique new UTILITIES package for \$29.95, plus an upgrade of the HOTWIRE desk alternative. Both were new at this Dearborn show. (213) 386-5735.

☞ Shown for the first time "for real" was the DVT hard drive backup system from Seymour Radix. It uses any normal videotape unit to store a backup image of your hard drives. \$249.95, (214) 823-5797.

☞ ICD Inc. demoed and sold out of their new CASSETTE TAPE BACKUP unit. This is an industry-standard streaming tape unit and works VERY fast. Priced to be affordable to owners of 300 meg drives, the ICD unit nonetheless is being snapped up... none are available for sale the week I write this! More will be ready by August 1. ICD, (815) 968-2228

☞ MIGRAPH demonstrated their new HAND SCANNER and interface (delayed a few weeks, it was not available for sale). The new Migraph TOUCH-UP version 1.5 WAS sold at the show. It has new features including BOLDING, ROTATE BY DEGREE of any defined area, an optional full-time enlargement window, and PAGED MEMORY (to hard drive) allowing creation and editing of images too

large to be held in machine RAM. Upgrades and orders: (800) 223-3729, or (206) 838-4677.

☞ Michtron did NOT have Fleet Street Publisher Version 3.0 for sale yet but showed it proudly. It adds the "must-have" features like multiple pages, master pages, vector graphics, and much more to Fleet Street 2.0. When released (said to be a month away), it will be available as an upgrade at additional cost for 2.0 owners. Meanwhile, consider Fleet Street Publisher Deluxe, which now includes ULTRASCRIP for a total price of only \$199.95. That's less than Ultrascrip alone! Michtron, (313) 334-5700.

☞ Dave Small was there with GADGETS BY SMALL, showing the still-in-preproduction GCR "plug and play" Macintosh emulator. It works with the STACY! Late August delivery, if all goes well. (303) 791-6098.

☞ FAST TECHNOLOGY showed their TURBO 16 accelerator board, but did not have them ready for sale. At \$299, it really does speed up all aspects of program execution by using 32K RAM caching. To be ready August 1, it WORKS, and developer Jim Allen promises continued efforts to assure compatibility with PC DITTO II. Reports for Dave Small are 100% positive for compatibility and speed improvements when used with SPECTRE and GCR. (508) 475-3810.

☞ This month the World of Atari Show will take place (August 19th and 20th) in Texas, in the Irving, Texas Holiday Inn Holidome. near Dallas and Fort Worth. This is the third show on the tour. Details and updates can be found in ZMAGAZINE, ST*ZMAGAZINE, and next month in Z*Net. ■



RATTY'S RAP

by Matthew Ratcliff (Mat*Mat)



The DOG DAYS of summer are here, and the review work of late really shows it. Most of the software I've been reviewing the past two months are warmed over copyrights from as far back as 1983. They are being "rereleased" with little or no changes. There are a few folks out there dumping their old junk back into the lean Atari marketplace, because they figure we'll buy anything; we're so desperate. Actually, they weren't all bad... but they were certainly less than spectacular.

Degas View XE appears in the July 1989 issue of ANALOG. It has been received well, and I thank you for all your positive comments. It is now available for downloading from Delphi and GENie. Starting in August, the latest version of Degas View XE may appear on CompuServe as well. There are enhancements in Degas View XE available online that won't be found on your ANALOG disk. The FAST view mode is much improved, and is now the default display mode. A help screen has been added, providing a complete description of all the commands.

If you like Degas View XE and would like to see it enhanced, feel free to write to Analog Computing, P.O. Box 1413-M.O., Manchester, CT, 06040-1413 with your suggestions. If Analog receives enough positive feedback, I'm certain I'll find time to implement some of the most popular requests. I would like to add at least rudimentary hard copy, and a buffered input routine for faster loading of the pictures. Remember, Degas View XE requires a 130XE or compatibly upgraded XL (such as RAMBO XL from ICD) to run. But 640x400 graphics on an 8bit Atari is worth all that extra RAM, don't you think?!

ST Scrumbling

(scrumble: to scramble means to "be bumbling and screwing around" A word my 3 year old son coined.)

I haven't scrambled with the ST much. I did get Speed Buggy, a very cute driving, jumping, racing game for points and fun. It isn't as sophisticated as Accolade's Test Drive, but is plenty challenging, yet simple enough to learn that young children can have lots of fun with it too.

The Speed Buggy disk didn't last long. My 1040's drive chewed a groove in it after a few days. It wasn't the fault of the diskette, drive, or computer, however. It seems I (re)learned a valuable lesson the hard way. I got out all the OLD ARCHIVE disks from the "good old" ST days (over a year and a half ago). Since they were stored in a humid basement, the oxide on the disks turned into something like sludge. It wore off the disks very rapidly and munged (mung: "Mash Until No Good") the 3.5" drive heads in both my ST and my PC (I was trying to reformat the faulty disks on the PC). A good disk head cleaning kit cleared up the problem in short order, and I threw out all the old disks. Remember, NEVER store disks in humid, damp areas (like Missouri), especially a leaky basement! There's iron in the oxide on your floppy disks, it will corrode.

According to Ian Chadwick, Turbo C from Boriand is available in Germany, for the Atari ST. Why not in the US? I use Turbo C daily on my PC. It is the fastest, most complete C compiler I have ever used.

The "ANSI Standard" buzzword is just now showing up in some of the Atari ST C compilers from Mark Williams, Laser C, and others. And ST C compilers are typically MORE EXPENSIVE than what you'd pay for Turbo C or Microsoft's

Quick C! Laser C lists for about \$180, and their source level debugger costs another \$80, and that's WITHOUT ANSI Standards! Turbo C 2.0 can be had for under \$100 mail order, and it totally grinds any ST C compiler into the dirt.

There are many niceties about the ANSI standards, such as making much of your code more portable from one computer to the next (source level). It is nice to be able to write test routines on the PC, and then take them over to the main frame and recompile them for their final application. (I find the PC a much less "user hostile" environment that just about any main frame I've dealt with.) But, mostly the diligent use of prototyping and other advanced type checking and error trapping of ANSI Standard C compilers catch MANY MANY more errors at COMPILE TIME, and do not generate obtuse run-time errors that can take painful hour, after frustrating hour to debug.

I WANT TURBO-C FOR MY ST. Write to Boriand International, 1800 Green Hills Road, P. O. Box 660001, Scotts Valley, CA, 95066-0001, if you do too!

Well, I have scrambled on long enough. AtariWriter 80 is finally here. I'm reviewing it for Antic, although I haven't gotten to it yet. Express by Keith Ledbetter is now in a super, duper, piggy-back-bank-switch cartridge. BobTerm by Bob Puff and DTERM by Jim Dillow are two other excellent terminal programs for your 8bit Atari as well. They are shareware programs available for download from the national services. I have received an update to Diamond OS, and Diamond Paint - but that too languishes, while I try to get caught up with other review work and programming assignments. Right now what I need is a really good GAME! Keep in touch.

Mat*Mat - Matthew Ratcliff, Ratware Softworks, 32 S. Hartnett Ave., St. Louis, MO 63135 ■



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SIG SPEAKS - V 2.0

by John Nagy



Atari VP Sig Hartmann addressed visitors to the Dearborn World of Atari show June 23, and again established himself as the best PR tool Atari has.

His seminar was the first on the agenda for the show, and the topic was "The Future of Atari". Although the show was in full swing when the seminar began, relatively few people came to listen and participate. While well over 300 people packed the room at the Anaheim show, far fewer were on hand when Sig began at Dearborn, probably due to the lack of a PA system on the main show floor. At Anaheim, when announcements were made that Sig and company were about to speak, the lines formed immediately.

Sig began his presentation with an off-the-cuff showing of the PORTFOLIO. He indicated that about 100 had been produced, and no more would be built until the FCC approved the design. Sig assured us that the FCC was the **ONLY** thing holding the unit back now, that they were ready to start the production line any day. He **PRO-MISED** that the Portfolio "pocket" computer would be shipping "before September". Sig later said that he would **RESIGN** if they weren't in distribution by sometime in September, then made the same promise for the STACY laptop ST.

Upon questioning, Sig went out on a limb and also said he would "guarantee the TT (68030) computer will be out before the end of the year." Further questioning about an enhanced color and sound ST surprised Sig. He asked where the questioner had heard about such a thing... then let on that it was not supposed to be public knowledge. That is short of a confirmation, but not by much!

The image of Atari was discussed and Sig related that there were over 5,000 titles of commercial software available for the Atari ST worldwide. He added that Atari is busy at image-breaking, attending more Government shows and such. It seems that the regulars at the commercial trade shows have been surprised to see Atari attending, and were even more surprised at the quality and price of their products. Atari is trying to gain a reputation **NOT** as either a game or a computer company, but as a leader in electronic technology and manufacturing. Thus the computers, games, calculators, portables, musicians tools, instruments, etc, all fit together after all.

Atari has 1,800 employees worldwide. Sig emphasized the fact that Atari has been consistently profitable with the single exception of the Federated incident, and said that this information should keep users and developers assured that Atari is **NOT** in trouble and will not be going away. The standard

pep-talk about how "this is the year for Atari" is slowly being stretched into "this and next year" however.

Asked about the 8-bit systems, Sig again expressed that Atari President Sam Tramiel was personally committed to continuing the line. There are over 2 million users of 8-bit Ataris according to Sig, and they continue to sell both domestically and in Europe and South America.

About the "trade-in" deal that had been mentioned where 8-bit users could get a discount on a ST by showing their 8-bit serial numbers, Sig professed he knew nothing. This was apparently a project proposed by Vince Giamatteo while he was

briefly President of Atari Computer Division, and it has been sidelined since his departure.

TOS 1.4 was asked about, and Sig seemed not to know about the conflicting information about the release date. He stated that everyone should get it, that they should ask their dealers for it right away. This was clearly a mistake which he revised later in private discussions. TOS 1.4 is still only available for deve-



lopers.

One visitor asked when the ATW Transputer would become available. Sig responded that he could have one right now if he wanted to buy it from a dealer in the United Kingdom and have it shipped here. Costing \$4-5,000 each, and still not approved by the FCC for US distribution, Atari sees a very limited domestic market until more software is developed. "The support is better in Europe", where the major software is being developed now.

On dealers: More are being sought. Arrangements are being made to ease the costs of starting up an Atari dealership. Expect the numbers of dealers to climb steadily. Special case considerations can now be made.

On CD ROM: Yes, the unit is done, no the software is not done. It will be available at under \$600... soon.

On advertising: Yes it is being done, "mainly where my boss can see it" joked Sig. A major push is planned for the fall.

Although fighting a cold, Sig spoke for nearly an hour to the rapt audience. It grew informal at the end, with many people having a chance to ask their own questions on-on-one with Sig. Others took the opportunity to get a hands-on close up look at the Portfolio.

While the group was small, the listeners were happy with what they heard. And out on the floor of the World of Atari, countless folks kicked themselves for not watching the time and missing the seminar. Show promoter Richard Tsukiji wisely intends to beg, bribe, or coerce Sig Hartmann to speak at ALL his future shows. ■

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The Who What Where When and Why of the Quick Utilities

by Darek Mihocka

When I was asked by ZNET to write up something about the Quick Utilities, they simply told me to give them the 5 W's. So without further delay, let's start on the What.

What are the Quick Utilities and why were they written? They are a set of programs for the Atari ST co-authored by myself and Ignac Kolenko. Each utility does something that we felt was not available on the ST and should have been. The programs are written for the benefit of other ST users, and are available on most bulletin boards and online services. The programs are all part of a \$30 shareware package, and if you contribute you receive updated versions of the software that is not available on the boards. So far there are 7 Quick programs, and a few more are in the works. We don't believe in charging a lot for software (especially utilities) and certainly believe in the try-before-you-buy attitude. These programs originally started as separate entities over the last year or two, and a few months ago we decided to merge them into one package.

Quick ST is a program which makes up for the fact that GEM is not written in machine language. When using Quick ST, most GEM operations, like dialog boxes and windows are sped up. Sometimes a little, and sometimes a lot, depending on the program. It also speeds up screen scrolling and text programs. It is configurable, as it can run as a desk accessory or as a normal program. Once it is installed, you just leave it and let it do its work. Although not all programs will speed up tremendously, it does help to fix the weak links in GEM, such as the slow speed of line drawing and printing of clipped text. The desktop becomes more responsive, since disk directories pop up faster. Quick ST uses less than 40K of memory, and there are also separate color and monochrome versions of Quick ST which use even less memory. Quick ST even supports the Hyperscreen and Matrix monitors.

Quick Index is sort of like the Norton SI for the ST. It can be used to benchmark your ST performance, in areas such as CPU speed, disk performance, and the speed of screen operations. There are 11 categories in total. The CPU categories allow you to see how the speed of your system varies as you install more and more desk accessories, or if you have a 16Mhz accelerator board, you can see what effect it really is having. Most of the board makers have posted the Quick Index results of their accelerators, and some are much better than others. The disk categories do such things as measure the rotational speed of a selected floppy or hard disk, or the transfer speed of any disk, including a RAM disk. The screen operations categories can be used to test the performance of Quick ST, or a blitter chip, or any other GEM accelerator. Quick Index also displays the version of TOS that you are using.

Quick Find was written because it is very easy to lose track of a file on a hard disk. It allows you to search for a file, or group of files, and displays their location on your hard disk. Once found, the files can also be deleted, write protected, unprotected, touched, hidden and unhidden. The output of the program can be printed out, or stored to a disk file.

Quick View was written out of the need to view text files quickly. The "Show Print Cancel" feature of the desktop is not very useful for reading long text files, and word processors are usually much slower at scrolling from page to page. Quick View is small and fast, and can be installed as an application so that whenever you double-click on a text file, Quick View loads up automatically.

Speaking of installing applications, Quick Inf can be used to easily change such DESKTOP.INF parameters as installed applications, icon names, window search masks, and can even load and save DESKTOP.INF files without having to reboot the ST. It can be used to install Quick View for several different file types (such as DOC, TXT, README, etc). which can't easily be done from the desktop.

Quick Print changes the ST's screen dump routine so that it prints out text screens as text dumps. This is much faster than the usual graphics dump, and works in all resolutions and with most printers without requiring the control panel.

Quick Label prints labels of up to 10 lines of 40 characters. Labels can be loaded from disk and then printed, from 1 to 999 times. Control codes can be used to add text effects like underlining and italics, and custom printer drivers can be created.

All Quick utilities run on all STs in all resolutions.

Who? Who are we? We are college students at the University of Waterloo in Canada. We are also Atari ST addicts, and have been writing public domain and shareware software for several years. Some of our other titles (some good and some we'd like to forget about) are Megablit, ST Xformer, Megaboot, the aSTronomer, and the SPX Slideshow program. We are enrolled in a Computer Engineering course, so our combined backgrounds include not only programming the ST, but also systems like UNIX, XENIX, VAX/VMS, Atari 8-bit, Apple II, Macintosh, MS-DOS, and OS/2, and we are now prototyping a new hardware product for the ST which we hope to have out in a few months, possibly also as shareware. During school breaks, I work at Microsoft, and Ignac works at Electrohome. Where does one get the Quick Utilities? All updates up to now have been posted on the Compuserve, Delphi, Genie, and BIX online services. From there they are downloaded by others and reuploaded to local bulletin boards. All 7 utilities can be found there. I strongly urge you to download them and try them out before you send in a shareware contribution. Don't just take my word for it that they're useful. But they are <grin>.

When are updates released? For the last few months, updates have been posted to the networks as often as once a week. Quick ST has seen 5 releases in as many weeks, and there are about 3 or 4 releases of each of the other utilities. The reason for doing this is because we are writing the Quick Utilities for all ST users. When someone makes a good suggestion for a new feature, we put it in and release an update. This makes for useful programs and what we hope for - popular shareware. Starting next week, updates will be sent out by mail to registered users. Those users who wish so can also receive the updates by email on one of the 4 services. Some of the future updates will include a version of Quick ST that runs from the AUTO folder and is even faster, a version of Quick View that supports graphics files, a smaller version of Quick Print that saves screen dumps to disk, and new Quick utilities. Updates will be available for free by email, and for a nominal charge of \$3 for updates by normal mail (snail mail). There will be a mailing of the latest versions next week for all currently registered users.

For more information, to contribute, or provide suggestions, write to me at the following address:

Darek Mihocka Box 2624, Station B Kitchener, Ontario N2H 6N2 ■

THE CLUB ROOM - ORGANIZATION!

by Leo Sell, President of CHAOS (Capitol Hill Atari Owners Society), Lansing, MI

*[Does your club do something that others can learn from? Some common problem that you have solved? Share it by sending it to Z*Net!]*

I just wrote a \$28.00 check to the United States Post Office. So, what does that have to do with you. Just this, that's the yearly fee for my club's Post Office Box which is a major part of our club's efforts to be consistent, at a minor expense.

Consistency:

Consistency and structure are two of the most important things for a club to have. Through these, you allow members/prospective members, vendors, and other clubs to reach your club easily no matter when their last contact was. Take the post office box for example. We have had the same mailing address for nearly 10 years. Various publications list clubs and addresses, and that information is never out of date, because our P.O. box is a PERMANENT address. If someone finds our address in a 7 year old copy of Antic, and mails a request, we'll still get it.

Contrast this with some of what we see in our exchange list: every month, apparently when a newsletter editor or president moves or changes, we'll get a change of address notice from at least one club and sometimes several. Or, we'll get a forwarding notice, and the post office charges us anywhere from .30 to \$1.25. OUCH. Or worse, newsletters come back "addressee unknown, undeliverable" with another charge. That's just with the 75 to 100 exchange issues we mail. Clubs number in the hundreds. And with that kind of moving around, how can Atari or anyone else consistently direct people in the area to your club? I consider the post office box to be one of the most vital and necessary expenses for a club.

Much along the same lines, it is extremely valuable to keep your meeting times and places consistent. Choose an easy to remember day and time, that never changes, and keep it in the same place for as long as you can. For instance, our club meets on the third Saturday of each month, at 10:00 AM. We've had that same meeting time for 6 to 8 years. What that means is any Atari enthusiast in town that knows of us, can find us at the same time as before. No guesswork necessary. Meeting PLACES have been our most variable factor. Our current meeting place is only our third in 10 years - that's about as consistent as you can be.

Structure:

Structure is necessary for the continuing existence of a club (and consistency - oh, that word again). Besides the things I've already written of, a club needs documentation such as Bylaws that tell officially how to run the club. Your bylaws need to include a number of things:

- **Type of organization.** For instance, is your club a simple association, a non-profit corporation (recommended), or a tax exempt group (great if you can get it). Each of these has it's own ramifications and requirements.

- **Date of the annual meeting.** Every club should have a specific, annual Business meeting. That's where you elect your officers, maybe change volunteers, and deal with other annual business. Once again, in the name of consistency, this meeting should be the same month each year.

- **Fiscal year.** Some statement of when your fiscal

year is, such as the Calendar year, or June 1 to May 31, or whatever works best for your club.

- **Officers, and their term, powers and duties.**

What exactly are the offices of the club. At a minimum, you should have a President, Vice President, and Secretary-Treasurer. For general representation, we've had an 8-bit at large representative, and an ST at large rep. That way the two owner groups have equal representation on the board. We also don't permit the "at large" reps to be an activity leader in order to prevent over-representation of, say BBS or Newsletter interests. We'd prefer that they were "general members".

- **Volunteer positions.** While it's tempting to put the volunteer positions in the bylaws, it's not really necessary. What you may want to do is create some sort of board that includes the volunteer positions. Our Activities Board is chaired by the Vice President, and consists of all the volunteer positions within the club. This board manages daily ongoing activities, brainstorm, then makes recommendations to the Board of Directors (or Executive Board). I like a board like this, because it spreads out the thinking duties and idea making. It also separates the special-interest groups from the final decision making power.

- **Spending power.** Many clubs vest some spending power directly with the treasurer (limited to, say \$100), and the rest with the Board or the membership. Put it in the bylaws and prevent some arguments.

- **Dissolution.** Unfortunately, every organization has to consider what to do if the club dissolves. If your club has some reference books, equipment such as computers, disk drives, modems, and the like for your disk library or bbs, you may have several thousand dollars worth of equipment to dispose of. One thing to bear in mind is that, if your club is Tax-Exempt, the IRS has certain disposal requirements you must meet and incorporate in your bylaws. Basically, nothing can accrue to the officers by virtue of their office, and the assets must be given to charity. That's not to say you can't have an auction, and donate the proceeds. Even if your club is a non-profit corporation (which is different from Tax-exempt), your state may have certain requirements for disposing of assets.

Besides bylaws, there are a few other things needed to formalize your club. From the IRS, an Employer Identification Number (form SS-4, needed for banking, etc.), and to go Tax-exempt, file form #1023 (I think. There are instructions in publication #557, but they don't supply an interpreter.) A club also NEEDS a bank account. The club monies need to be separate from any individual's.

A businesslike structure and management is vitally needed. Many people don't realize it, but a computer club like C.H.A.O.S. is actually a small business. That means it needs to be managed with some consistency (again?), and competency. Decisions have to be measured for the long and short term effects.

All of this requires fairly mature people to be involved. People who understand the need to budget, be consistent, and have a structure. That means it is really important for the adult members (especially anyone with a business acumen) to get vitally involved with club business. It may seem like a lot of ado, but that's what it takes to keep your club healthy, wealthy, and wise. ■

ATARI BOOKSHELF

By Sally Nagy

Books covered in this BOOKSHELF are geared towards that new ST user. Maybe you know someone intimidated by the Atari ST. How many of you have wondered how to continue from where that brief Atari Owners' Manual leaves off? Do you know that you can alter the DESKTOP.INF files? Do you have questions and just can't find answers? Three beginner books for the Atari ST will fill some of those gaps.

"The Atari ST For Beginners" written by Ranier Luers and Michael Stein published by ABACUS

The ABACUS book covers both setting up and connecting the ST and working with it. It covers more details and pictures than the Atari ST Manual. GEM desktop options like re-sizing of windows, scrolling, and copying are discussed. The authors also take a close look at the keyboard and its special keys.

A cursory glance of programming in ST Basic and LOGO is provided, including comparing these two languages. Sample programs are given to get you started in using various language commands. While the section on ST Basic doesn't

mention the new Enhanced Basic, what is detailed can be applied to it. LOGO used to be packaged with the Atari ST. This fun graphics language can be found in most user group disk libraries.

The book concludes with some history and a look at ST peripherals. A glossary of computer wises up those unfamiliar with computers. A listing is provided of Basic error messages along with suggestions as to what to do when you get them. Other Abacus

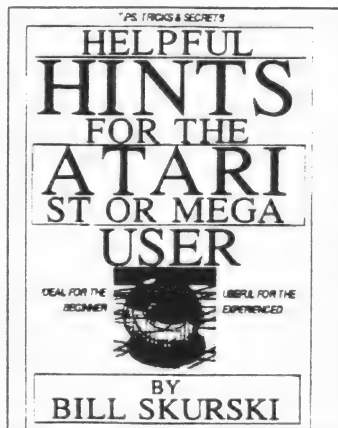
books are suggested for additional information. Abacus, P.O. Box 7219, Grand Rapids, MI 49510, (616)698-0330, \$16.95. An optional disk with the programs from the book is available for \$14.95.

"Helpful Hints For The Atari ST Or Mega User" by Bill Skurski

Bill aims his large print 94 page book "Helpful Hints For The Atari ST Or Mega User" at the non-programmer. Many excerpts from his book have been printed in ST World magazine. He claims this book will never be outdated because Skurski will send free updates to his readers.

The first pages of his book are geared to those first setting up their ST. Most of the rest of the book is taken up with 111 common questions users have asked him over the years and his answers. Bill has icons in the margins to help you find similar topics. These cute little pictures alert the user to valuable tips or warn him to avoid making terrible mistakes.

Did you know that there were keystrokes to control the



Enterprises, 10372 Lawler St., Suite #1, Los Angeles, CA 90034.

"The Atari ST Book" by Ralph C. Turner

Turner's is another book packed with tips, instructions, secrets and hints for 520, 1040 and Mega STs. In 158 pages, Ralph takes one through more questions and answers.

Turner explains the creation, limitations, and rules for AUTO folders. He describes another way to alter the DESKTOP.INF file using a word processor. Six word processors and their different characteristics are reviewed. Reasons are given for someone to consider buying a modem.

Turner warns his readers about the "ST Nightmare Repair," which was discussed in ST Log magazine involving the repairing the printer interface. He discusses installing an application, two different chess games, and files and their management. He lists ST magazines available and Suppliers of products mentioned.

"The Atari ST Book"

is a 5 1/2 x 8 1/2 inch paperback which can be ordered from Index Legalis, P.O. Box 1822-7, Fairfield, IA 52556 for \$16.95.

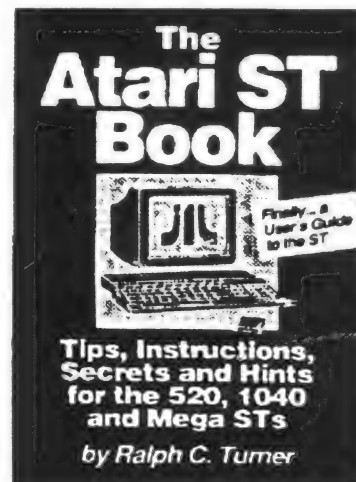
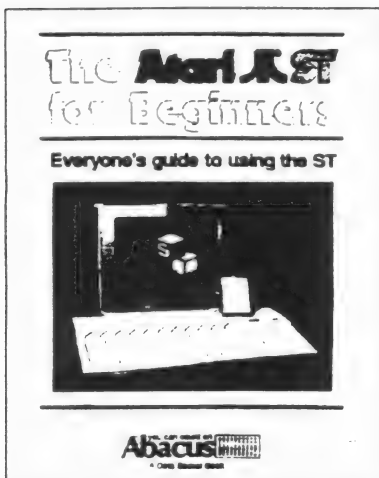
Summary

I personally found Ralph C. Turner's "The Atari ST Book" easier to use than Skurski's book. Turner's text was detailed with info that was easy to locate when I needed to apply it. Abacus' book is good for beginners launching off into programming on the Atari ST.

Any or all of these books would make good additions to your BOOKSHELF. ■

mouse? Bill discusses money saving tips, offers disks of public domain software and recommends other user-friendly products. He even has Video Tapes available to teach various computer topics.

Bill created and printed his book using the old version of publishing partner. His version 2.4 is marred by awkward sentence structure and typos, but the info is solid. Its spiral binding with large pages lays very nicely beside the computer for quick reference. \$16.95, Bill Skurski



PUBLIC DOMAIN REPORT

by Alice Amore and John Nagy

ST Stuff COLORSET

Here's the scenario: you run a program (often a public domain program), then return to the desktop only to find that the desktop colors are gone and other colors have moved in. Sometimes the wrong color combination can even give you an all-white or all-black screen. Time to reboot. More often, however, you WILL be able to read the desktop, even though the new color scheme makes you a bit seasick. Try using COLORSET to bring back something more to your liking. COLORSET will easily reset the colors for foreground, background, and text. Shareware from Greg Hess.

GENPLUS

This is a demo of Generation Gap Plus, version 2.0. If you're interested in creating a family tree (or just keeping tabs on all your relatives), this demo will introduce you to Generation Gap Plus, a database which can handle information on 200-900 people using one double sided disk, or up to 2 billion (that's BILLION) people using a hard drive. Maybe someone will make a "world tree" with this program. After all, we're all relatives. Written by Steve Barker of Flying Pigs Software, GG+ can create data on family groups, display records of families or individuals alphabetically, by location, by age ... an absolute motherlode of messaged data. Fields contain not only information about names and birthdates, but birth order, day and place Christened, day and place married, day and place died, day and place buried, information on spouses, surnames of parents, etc.

HAND

Feeling silly? Get HAND, a .SEQ file which can be run using any of the versions of ANIMATOR. This is a huge file and requires more than a meg of memory to run. Those of you old enough to remember Senor Wences will especially like this one.

IDEALIMG

Will the header information on the .IMG file you're using end up looking in proportion on your print-out? Often it won't. IDEALIMG can help. Files modified with this program successfully import to PageStream or Touch Up at the exact dot-for-dot pixel for bit size for perfect printing. Aspect ratio is preserved. Images can be processed one at a time, or all at once using a special program (included). Your image file can be customized for a 9-pin, 24-pin, or laser printer. IDEALIMG is shareware from Chet Walters.

ANTIBOMB

Question: What's more frustrating than cherry bombs on your screen? Answer: Not knowing why they're there.

This utility from Greg Baker of Inland Specialty Products replaces the cherry bombs with an alert box containing a message (in English) identifying the error. Imagine all the saved hours of work if you're a programmer! Give your programming manual a rest. ANTIBOMB can be run automatically from the AUTO folder, or it can be run from the desktop. In certain cases, the program will allow you to choose whether to terminate the program, continue with it, or do a warm or a cold boot. These cases include: Illegal Instruction, Divide by Zero, Check Instruction, TrapV Instruction, Privilege Instruction, Trace Trap. If Bus Error or Address Error is encountered, the program will terminate. ANTIBOMB was developed using

Mark Williams C and the source is available for a small fee.

ARCSHELL ver. 1.99

ARCSHELL has been around for awhile and keeps getting better and better. If you are tired of typing on a command line when using the ARC utilities, you should consider ARCSHELL as an alternative. ARCSHELL adds a GEM environment to let you diddle with your ARChives more pleasantly. It also contains a complete GEM-based disk utility package allowing you to copy (using wildcards and with query), delete, rename files, create and delete folders, show free space on any drive, or run a program. Your set-up configurations can be saved. You can also use "Install Application" to cause ARCSHELL to run automatically whenever you double-click on ANY file with an .ARC extension. Before running ARCSHELL, be sure that either ARC.TTP or ARC521.TTP is available in the same directory. If not, you will have to use the file selector box to locate it. You can then use this SHELL to perform all of the .ARC functions such as Add, Move, Update, Freshen, Delete, Test, Extract, Run, List, Verbose, Convert, etc. A newish feature is the ability to use ARCSHELL concurrently with DCOPY or KWIKARK by using the "Alternate" function. ARCSHELL was programmed by Charles F. Johnson and is shareware.

PUZZLE1

PUZZLE1 makes a jigsaw puzzle from any .DOO, .PI1, .NEO, or .ART picture file. Four picture files are included to get you started. Use the mouse to move pieces of the puzzle onto the grid. If a piece is placed correctly, it will stick to the grid. If you want to drop a piece, simply return it to its former place. There is a readout of how many moves you've made, plus the elapsed since starting the puzzle. This program is usable by all members of the family since the number of puzzle pieces can be set from 24 to 240. PUZZLE1 is public domain from Germany and runs in low resolution only. It was converted into English by Jochen Fass.

SNAP2.2

SNAP will take a picture of any screen and save it to disk. This latest version works very well. It is a "terminate and stay resident (TSR)" program. In other words, once loaded, it remains in memory and can be used at any time. You can install it from an AUTO folder or from the desktop. When you want to save a picture of your screen, simply hit ALT-HELP, then immediately type in the name you wish to use for the saved file, specifying a path name if desired. Then hit <RETURN>. Your file will be waiting for you when you return to the desktop. SNAP2_2 is shareware from Mark Overgaard.

8-Bit Stuff

A welcome and long awaited arrival to the PD scene is a set of printer drivers for PRINTSHOP and PRINTSHOP COMPANION. Released in July, the drivers support the ATARI 1020 plotter (!), the Okimate 10, and Epson LQ compatible (24 pin) printers. This will allow PRINTSHOP to be used in a variety of situations not previously possible.

Look for DEGASVIEW from Mat Ratcliff, released through ANALOG magazine. This gem requires 128K or more, but allows viewing DEGAS pictures, the most common format for the Atari ST, in very close to the original quality and resolution! Literally thousands of pictures are available in this format, including many digitized pictures of recent shows provided by ST*ZMAGAZINE. ■

This column was absent last month due to our commitments for the Dearborn World of Atari show June 23-24, where we were reporting live from the show floor. Special thanks go to the following for the articles written the first evening in the HOT hall; Leo Sell, Malcolm Cleveland, Stephen Brooks, William Whitton, John Nagy, Bruce Hansford, D.A. Brumleve. Thanks also go to the guards at the show for waiting for us while we uploaded after midnight. An additional thank you to Richard Tsukiji, ST World publisher and World of Atari organizer for his assistance.

We released the special edition of ST*Zmagazine, our ST weekly online service, the first night of the show. Issue #26 contained LOTS of first impressions of the Dearborn show, and later issues had wrap-ups. Each contained our regular features; Public Domain Shelf, ZNet Newswire, and #28 included a special report from Genesee Atari Group President Jerry Cross on BBS call blocking in Michigan.

In July, ST*ZMAG dedicated the entire month with features on educational software and associated stories on education. D.A. Brumleve donated four articles, the LUST (London Atari Users of ST's, a ZNET carrier) submitted an additional four articles.

In other news, we want to increase our BBS coverage

for our online magazines. To do that, we need to know the BBS systems already carrying ZMAGAZINE or ST*ZMAGAZINE. If you are a BBS operator or know of a BBS system carrying these mags, please let us know in any of the following ways: by postcard to, PO Box 74, Middlesex, NJ; email to 71777,2140 on CompuServe; email to ZMAGAZINE on GENie; or call us at (201) 968-8148 and leave a message on our answer machine. We regularly get calls asking where to get ZMAG and ST*ZMAG, and we'd like to be able to tell them! Any BBS can carry them, all we ask is that you 1) Tell us you are carrying them, 2) DO NOT EDIT them online - present them complete, and 3) tell us again if you change your number or stop operation.

Ask your User Group SysOp to download all of the VIDI-ST pictures that ST*Zmag has uploaded to GENie during the month of July. Pictures are from the Dearborn World of Atari Show, Star Trek pics, Hearn/Leonard fight in June, All Star game, and more.

On the 8-bit front, ZMAGAZINE has covered news on the release of the Black Box from Robert Puff, and many other updates of interest to the Atari 8-bit community.

WHERE TO FIND US!

COMPUERVE:

ZMAGAZINE - GO ATARI8 Lib 1: New Uploads or Lib 11:ZMagazine (ZMAG) - ID: 71777,2140 - Online: Harold Brewer, Ron Kovacs, or John Nagy

ST*ZMAGAZINE - GO ATARIARTS Lib 1: New Uploads or Lib 15: Hot News and Rumors - ID: 71777,2140 - Online: Ron Kovacs or John Nagy

GENIE:

ATARI8 - Atari 8-Bit Roundtable - ID: ZMAGAZINE or R.KOVACS - Online: Harold Brewer, Ron Kovacs, or John Nagy

ST - Atari ST Roundtable - ID: ZMAGAZINE or R.KOVACS - Online: Ron Kovacs, John Nagy, or Bruce Hansford

Names and ID's of Staff on GENie

Bruce Hansford	B.HANSFORD
Ron Kovacs	ZMAGAZINE or R.KOVACS
Alice Amore	A.AMORE
Robert Brodie	BOBBRODIE
Sally Nagy	S.NAGY
Harold Brewer	ZMAGAZINE
John Nagy	ZMAGAZINE or J.NAGY

POSTAL SERVICE:

**Z-NET, Post Office Box 74,
Middlesex, New Jersey 08846-0074**

We have received many post cards and letters requesting a FREE CompuServe sign-up kit. These include a \$15 FREE startup credit! If you have NOT received yours yet, please let us know.

That's all for this month. Thanks for reading!! ■

How much is YOUR time worth?



Turbo ST turns your 520/1040 ST into a speed demon. Check out **Turbo ST** at your local dealer or download our free demo from your favorite bulletin board.

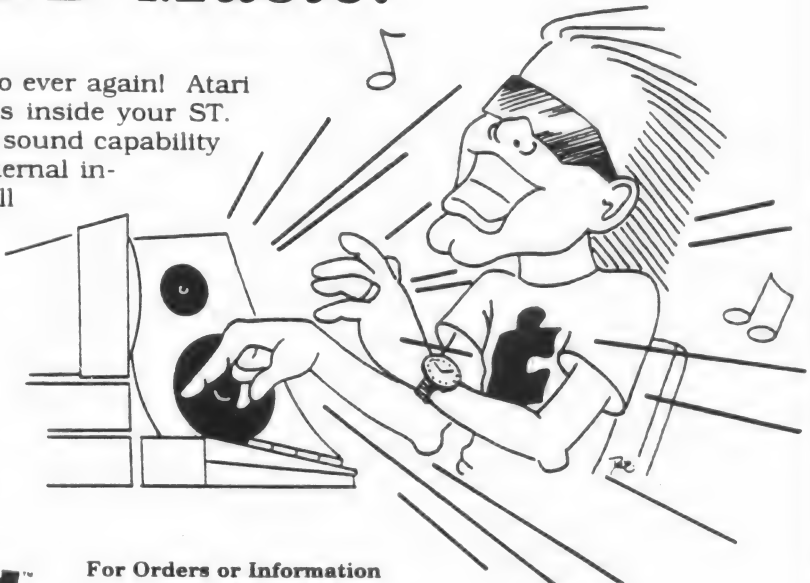
Upgrades to version 1.6 are only \$5 with your original disk. For more information, call (407) 657-4611, or write to SoftTrek, P.O. Box 5257, Winter Park, FL 32793.

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-Ralph Mariano, ST Report



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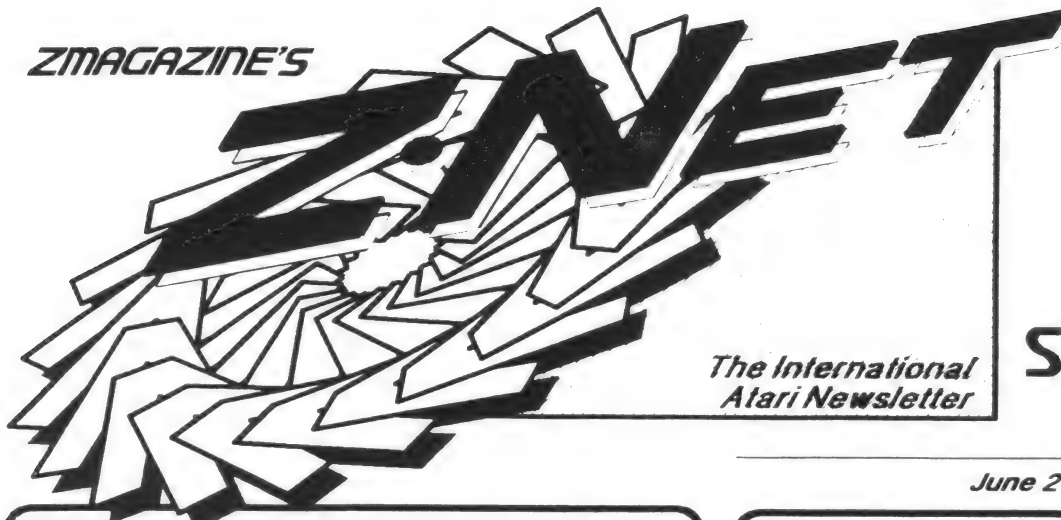


Samples form Variety. All graphics printed at 300 dpi on an HP LaserJet II.

The highest quality line-art graphics available, printable at the highest resolution of your output device. For Desktop Publisher ST, Calamus, PageStream, EasyDraw, Ventura Publisher, GEM Publisher, GEM Draw, Publish It, and many more... The Professionals have come to the ST. ArtWare.

For the next 100 Z-NET customers ArtWare is offering our Variety disk at half price! Only \$29.95, list price \$59.95. Send \$29.95 plus \$3.00 p/h for Variety, our complete catalog, graphics tutorial, and discount coupons to... ArtWare - 1466 Conlon, West Covina, CA 91790

ZMAGAZINE'S



The International
Atari Newsletter

World of
Atari



Special Issue

June 24-25, 1989

Z*NET SPECIAL EDITION

Welcome to the WORLD OF ATARI at Dearborn! This special mini-issue of Z*Net will update you on current events in the Atari world, as well as explain what ZMAGAZINE, ST*ZMAGAZINE, and Z*NET are all about. In this issue you will find our already famous Z*NET NEWSWIRE, an exclusive interview with ATARI's new User Group Coordinator, Chris Roberts, and more.

WHAT IS Z*NET?

Z*Net is a totally new concept in ATARI news distribution. The Z*Net idea was born after years of discussion and user group inquiries about reprinting information from ZMagazine, the weekly online publication of Atari 8 Bit news and reviews, and ST*ZMag, which covers the ST side of Atari. These publications are available on the pay telecommunication services such as CompuServe and GENie, and over 300 bulletin board systems around the world.

Z*Net has grown to over 4,500 subscribers in only five months by providing a 12-page news supplement to be included in the monthly newsletters of over thirty clubs. We are growing steadily as more groups discover how Z*Net helps ease the workload and increase the size and quality of their newsletters. Z*Net provides what many editors have been crying for: material! We have current news and original articles from respected writers in the Atari community. Of course, we encourage contributions from our readers and participating groups.

Advertising money generated by the Z*Net insert actually goes to the user groups that include Z*Net in their newsletter through rebates! The combined buying potential of thousands of user group members makes Z*Net ad sales much easier on both the groups and the advertisers.

Inside this special show issue of Z*Net is a list of participating groups. Please - contact any of them and ask them how they like us! As we continue to grow and develop, we will bring you the best publishing yet offered to the ATARI community.

For more information, contact Z*Net at (201) 968-2024 between 6 PM - 11 PM Eastern time weekdays, 8 AM through 11 PM weekends. If no answer or any other time, call (201) 968-8148 and leave a message, or send mail via CompuServe 71777,2140, or GENie address ZMAGAZINE.

CHRIS ROBERTS: NEW ATARI USER GROUP COORDINATOR

Interview and Story by Bob Brodie and John Nagy

Atari Corporation has at last filled the position of User Group Coordinator by hiring Chris Roberts. Chris will also be handling all coordination of Atarifests and show appearances. The position was previously held by Cindy Claveran, and Sandy Austin before her, but had included developer support duties that made the job nearly impossible.

Chris comes to Atari with first hand experience in user groups. He was president of the P.A.L.A.C.E. user group (Pasadena Area Local Atari Computer Enthusiasts) in southern California for two years. He was involved with the Glendale Southern California Atari Faire, and ran his own BBS, The Dragon. He has extensive experience in 8-bit Ataris, and is a proficient programmer favoring Basic XE on the 8 and True Basic on the ST. A number of Chris's original 8-bit games are still available on GENie and CompuServe. His articles on Spectre 128 have been published in ST-Xpress, and he also worked for The Federated Group. Most recently, Chris was employed by Hughes Aircraft doing computer work. He currently has a program for the ST under submission to ARTWARE, an ST developer. Chris is 32, a native Californian, and is married with 3 children aged 2, 5, and 6.

This is good news for Atari 8-bitters, for at last they truly have "one of their own" inside Atari, helping on the front line. User group officers will appreciate knowing that Chris has already shared their path. He knows the trials of running a group!

Z*Net spoke with Chris for nearly two hours on his first day at Atari (June 12) and we were really impressed with his energy and enthusiasm for his new job. He has a lot of ideas to improve the support of user groups. He indicated that Atari is dedicated to improving their support of user groups, and wants to improve their communications with them. He repeated Sam Tramiel's request of last year, that groups can best help Atari right now by approaching dealers and trying to get them interested in ATARI. It will be easier and more attractive to be an Atari dealer than ever before.

CONTINUED ON PAGE Z*2

* Z*Net is a monthly newsletter supplement, produced by Rovac Industries, Inc. It is available in newsletters of registered Atari user groups. Z*Net and Rovac Industries, Inc. are not affiliated with Atari Corporation.

* Z*Net is produced on an Atari Mega ST4 using Timeworks DTP software. It has been printed on the Hewlett Packard DeskJet printer and reproduced by user groups. Artwork and logos have been produced on the Atari ST using Easy-Draw and Touch - Up by MiGraph.

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MANAGING EDITOR..... Ron Kovacs
PRODUCTION..... Bruce Hansford
ADVERTISING..... John Nagy
SECRETARY..... Lisa Kovacs

ONLINE REPORT

by Ron Kovacs

There are sister publications to Z*Net, if you are unaware of them here is a capsule of what can be found in recent releases.

● ZMAGAZINE - Atari 8-Bit News and Reviews

Recently changed to ATASCII and a 40 column format, with a new editor by the name of Harold Brewer, ZMAG brings the latest 8-bit news and topics of interest to you every Tuesday. Recent releases include: OverSeas Visit; Hard Copy 8-Bit Magazines; Micromiser; World of Atari Shows; Hardware Upgrades; Programming Tips; Online Service Sign-up Offers; Surveys; Software Reviews.

● ST*ZMAGAZINE - Atari ST/MEGA News and Reviews

Released every Friday with the latest Atari ST News. Recent coverage includes: Michtron Press Releases; ST Help; Public Domain Releases; Z*Net Newswire Reports; Hardware Upgrades on the 1040ST, and IBM Monitors; Spectre 128 Updates; World of Atari; Fleet St Publisher Notes; New Games for the 8-bit and regular original articles from Alice Amore, Sally Nagy, William Whitton, Ron Kovacs, John Nagy, and others.

These online publications are released every week on CompuServe and GENie. They are also found on over 300 BBS systems around the world. Like...

Blackbird ST	513-253-4898
Stairway To Heaven	216-784-0574
CCBBS (Cumberland County BBS)	609-451-7475
Manitou BBS	219-223-8107
Dateline BBS	718-648-0947
Ratcom BBS	301-437-9813
Shadow Haven Information Service	916-962-2566
Tektron BBS	918-835-5198
Ayer Force	508-772-9009
JACG (Jersey Atari Computer)	201-298-0161
The Pub	716-826-5733
Alternate Universe	407-747-9196
St. Petersburg PO BBS	813-821-3188
Asylum BBS	505-897-4306
Wonderful World Of Oz BBS	808-423-3140
Rivendale BBS	817-444-3023
West Coast Syndicate BBS	415-825-2952
The D.E.N. BBS	315-638-8569
Bungalow BBS	314-351-2837
Irata BBS	707-252-0631
Ace Information Service Ltd	513-233-9500
The Ark BBS	703-560-6318
Vanishing Point BBS	615-665-1217
Mach BBS	207-784-0631
Panama Atari Users Group BBS	011-507600530
Griffon's Nest BBS	402-466-5339
Kisa Monitron	46-011-494-72997
19th Hole	416-648-8359
Gateway	609-931-3014
Midnight Express BBS	804-379-4156
CHAOS BBS	517-371-1106

CHRIS ROBERTS: NEW ATARI USER GROUP COORDINATOR

*Continued from page Z*1*

We asked Chris if he felt insecure knowing the history of rapid turnover at Atari, and he laughed and said he was already too busy to worry about anything but work. He feels he has a lot to offer Atari and the user groups, and expects to be around a long time. One of the projects he hopes to see implemented is a multi-level state, regional, national, and even international network of user groups, independent of Atari but in close association with it. Chris expects that a group should be able to be as small as five people and still be recognized. The only other requirements he thinks should be relevant are monthly meetings and bylaws with a strong anti-piracy clause.

Chris hopes to get a developer's kit and access to a private area on GENie telecommunications network for each registered club. The special SIG there will offer a place to get the newest information direct from Atari as well as keep groups in close communication. Other plans are to revive the User Group Newsletter on an every-other-month basis... without fail. That may be a tall order, as Chris will go to EVERY consumer event that Atari is involved with! Look for him at Atarifests and World Of Atari shows!

In our conversation there was a real note of pride in Chris's voice when asked about his office equipment. "I've got a Mega ST, and the original prototype Atari Laser printer! What a piece of history! They had planned to put in a font cartridge, apparently, 'cause there's a slot on the printer for it. No cartridge, but the printer still works great!!!" Who else but a diehard Atari user would get excited about that printer? "This job is a dream come true for me", he said. "I've been after Sig Hartmann for some time for this position. Every time there has been an opening, I've been on the phone asking for the position. I finally got it!"

Chris stressed that he had stacks of mail to go through that had accumulated since Cindy left, and that the existing database of user groups was almost unusable and very incomplete. He asked EVERY GROUP to PLEASE send him a card with their group name, official address, president's name and phone number. Including a newsletter is optional. Even if your group registered last year, PLEASE send it in again... so many groups did not register last year, some due to the questions about a dealer sponsor, that Chris just would prefer to start over. Send to:

Chris Roberts, User Group Coordinator, Atari Corporation, 1196 Borregas Avenue, Sunnyvale, CA 94086.

Of course, you could always call him him at Atari, his phone number is (408)745-2052. This is a direct line to him. Soon you will also be able to reach him on GENie.

As the main interface of the User and Atari, Chris promises that he will always be honest with the public. "If I don't know the answer to a question, that's what I'll say, I won't make something up, and I will try to find the real answer," he stated. Items Chris passed on to us in our first talk included: No MEGA 1 or 6 in the USA... FOR SURE; there is serious discussion again about offering the BLITTER upgrade for the 520 and 1040; the upswing of national advertising is REAL, with major campaigns coming in top magazines to help inspire dealer and buyer confidence; and the products to be announced by Atari on August 25 will be EXCITING.

Z*Net looks forward to a great relationship with Chris and Atari, and offer our Congratulations and Best Wishes, Chris!



Z*NET NEWSWIRE SPECIAL EDITION



☞ *"Let me be very specific: TOS 1.4 IS NOT ready for any public release. It will not likely be available for upgrades to existing units for many months. It is most certainly NOT being shipped to dealers in the immediate future."* The speaker is Chris Roberts, new Atari User Group Coordinator, refuting fresh rumors of imminent release of the improved operating system chip for the ST and MEGA computers. Although the DTP bundles ONLY are earmarked for release with the new chips "very soon", TOS 1.4 will not be in ANY other units for some time.

☞ Atari introduced the (not yet named) Atari Portable Color Entertainment System at the Summer Consumer Electronics Show in early June. A well guarded secret until the press conference, it is powered by 6 AA batteries or AC adaptor, or (optionally) 12 volt auto adaptor, and was developed by Epyx. Atari's new game has a 3.5" color LCD screen (160 x 102 pixels) capable of over 4,000 colors on a unit about the size of a video cassette. It has four-channel sound and comes with stereo headphones for private enjoyment too. A jack also allows interconnection with up to eight other units for group play. Games come on a 128K credit card size cart that will allow each player a private point-of view while playing. The Atari Portable Color Entertainment System (yike! I hope they name it soon!) runs a 65C02 CPU at 16Mhz. Game prices will stay in the \$20-\$35 range, with the machine priced under \$149.

☞ At CES, Atari also announced an under-\$200 68000 based game machine to be introduced "first quarter, 1990". Although Atari's new policy is to not announce products undeliverable in 90 days, they mentioned this one anyway. Additionally, Atari showed the Atari PC-4, now to be called the ABC computer line (for Atari Business Computer), a 286-AT clone (with

3.5" disk drive and 30 meg HD), being delayed by FCC approval due to non-standard case configuration.

☞ The biggest announcement for the 8-bit community at CES was the soon to be released XE-MIDI MAZE. Developed by James Yee of Xanth Software, this version will interface with the ST version, and can also be played by modem (or by GENie, as Mr. Yee offered!). Also coming for the 8-bit is Deflektor and Zenophobe.

☞ Astra Systems, longtime Atari drive manufacturer, is closed. Manager Lou Schwing has said he doesn't expect the company to reopen. The interest holders have not indicated what they will do with the current inventory. Lou has already started to negotiate with other parties in order to stay in the ST support business. It is reported that Lou is seeking to become the west coast distributor for Avant Garde of Florida, makers of PC-Ditto.

☞ Julius Oklamcak has resigned his position at Atari Canada. Julius was the developer service representative, and has now joined ISD Marketing of Canada, the developers of CALAMUS, DYNACADD, and other premium software for the Atari ST.

☞ Several Japanese computer magazines are claiming that a laptop version of the Atari ST computer with a Japanese language feature will debut in Japan this Summer, and support the claim with a mock-up photograph. An Atari Japanese spokesman said the outside of the basic Atari ST laptop and the inside specifications are under consideration. The disk drive, memory (said to be 4 meg), will be decided within the next month. Prices will exceed \$1,400.00.

☞ A new book called "The Software Encyclopedia 1989: A Comprehensive Guide to Software Packages for Business, Professional or Personal Use," published by R. R. Bowker. Price is just \$179.95 listing 20,000 software titles. The brands covered within the publication include IBM, Commodore,

Atari 8/16 bit, CP/M, Unix, Tandy and Texas Instruments. This two volume release has full descriptions on all software listed.

☞ Rich Tsukiji of ST-World announced another World of Atari show. The third show of the tour is scheduled for August 19th and 20th in Dallas Texas at the Holiday Inn Holidome Hotel. Additional shows currently under consideration are Seattle Washington in October, and a return to Anaheim California in early 1990. ST-World (503) 673-2259.

☞ InterSect Software, the developers of InterLink, Revolver, and Music Construction Set and a number of public domain programs (like RamBaby), will be releasing Masterlink this month. Masterlink operates with all dialing, file transfers, scripts and mini BBS as background tasks. You can exit, enter other programs while the background tasks are running. It will be available as an upgrade to registered Interlink owners. Also, look for a new game called "War of the Warriors" from InterSect by Christmas. 800-826-0130 or 801-923-8774.

☞ The WAACE group from the Washington/Maryland area has announced an AtariFest for October 7th and 8th. We will share the details as they become available.

☞ Bob Klaas of Utah has bought the rights to the SUPRA hard drive interface for the 8-bit Atari. He has begun production again and now calls it the K-P Hard Drive Interface. It will sell for \$110 plus shipping. The Supra sold at \$149, and the K-P will be identical right down to the case. You will have to supply your own drive, controller, and power supply as before. It will operate with an XL or XE machine by attaching to the expansion bus, and the XE adaptor is another \$15 (plus handling). K-Productions, 801-966-1697.

☞ Ginny Teal of Avant Garde recently told Z*Net that their new product PC-Ditto II appears to be physically incompatible with most or all of the hardware accelerator

boards that have introduced this year. For example, the \$99.00 JRI Accelerator has an additional circuit board covering the replacement 68000 chip. As the PC-Ditto IBM emulator board must mount directly on top of the 68000, this prevents the use of both systems. Avant Garde's primary focus at this point is to get the hardware out and worry about other hardware interfacing at a later date. PC-Ditto II production should begin in early July.

☞ The Atari Portfolio pocket PC will not be appearing in the black color shown in the prototype. Z*Net has been told that black plastic produces an unsatisfactory finish. The production units are going to be dark gray. At least one prospective major distributor is pushing for additional production of the hand held computer in assorted pastel colors.

☞ ANTIC MAGAZINE, the long standing 8-bit Atari specialty mag, has announced that they are discontinuing their no-disk release, and existing subscriptions must be changed over to mag-and-disk (at a 1/2 reduction of the outstanding subscription) or be cancelled. The move may help or hurt Antic, whose disks were widely shared by magazine-only subscribers previously.

☞ A 24-year-old West German computerist apparently committed suicide after being accused of using his expertise to provide Soviet KGB agents with stolen access code and passwords to gain access to Western computers. Police say the body of a man found burned to death, has been identified as the individual under investigation in connection with the computer scandal that came to light last March. The German apparently doused himself with gasoline and set himself on fire. The investigation of others involved in the access-vending for drugs and money is continuing.

Z*NET PARTICIPATING GROUP LISTING

CHAOS/GAG - Capitol Hill Atari Owners Society/Genesee Atari Group - "Great Lakes Atari Digest", Michigan

MVACE - Miami Valley Atari Comp Enthusiasts - "MVACE News", Ohio

JACG - Jersey Atari Computer Group - "JACG Newsletter", New Jersey

ACESLC - ACE of Salt Lake City - "CompUtah", Utah

ABACUS - Atari Bay Area Computer Users Society - "ABACUS", California

MAGIC - Michigan Atari General Information Conference - "Sorcerers Apprentice", Michigan

ACAOC - Atari Computer Association of Orange County - "OrnJuice", California

WNYAUG - West New York Atari Users Group - "Pokey Press", New York

ACORN - Atari Computer Owners of Rochester New York - "ACORN Kernal", New York

MACC - Maryland Atari Computer Club - "MACC Newsletter", Maryland

W.A.C.O. - Westmoreland Atari Computer Organization - "WACO Print Out", Pennsylvania

PCACUG - Panama Canal Atari Computer Users Group - "Pan Atari News", Panama, Republic of Panama

LUST - London Users of ST's - "Lustletter", Ontario, Canada

HACE - Houston Atari Computer Enthusiasts - "HACE Newsletter", Texas

SPACE/MAST - "SPACE", Minnesota

SLAPP - St. Lawrence Atari Players and Programmers - "Slapp News", Ontario, Canada

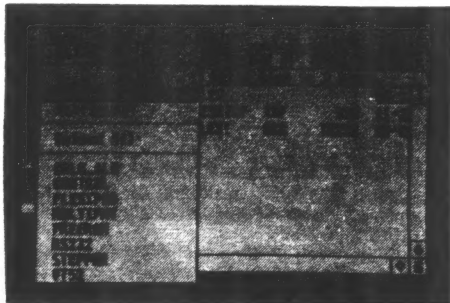
CVACC - Cuyhoga Valley Atari Computer Club - "CVACC News", Ohio

KAUG - Knoxville Atari Users Group - "The Atarian", Tennessee CACE - Cleveland Atari Comp Enthusiasts - "CACE Newsletter", Ohio

BRAG - Buffalo Regional Atari Group for ST's - New York

COST - Central Atari ST User Group - Columbus, Ohio

PSAN - "Puget Sound Atari News", Washington, incorporating: SPACE, Washington; AUGIE, California; BRACE, Washington; KCACES, Washington; CRACE, British Columbia, Canada; R - Atari, Washington; SMAUG, Washington; Starbase, Washington; STDIO, Washington; STING, Washington; TRACE, British Columbia

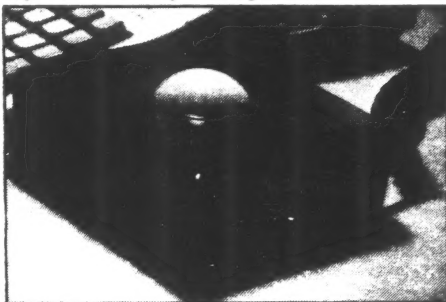


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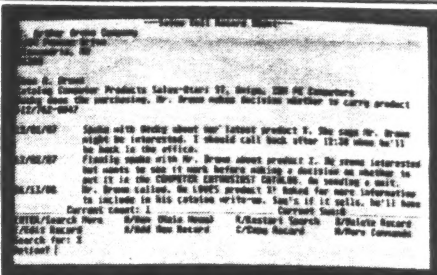
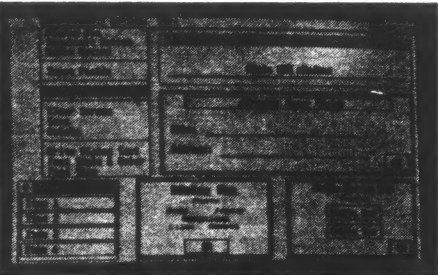
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298-615 ST Findex V (S&H 2.50) \$49.95



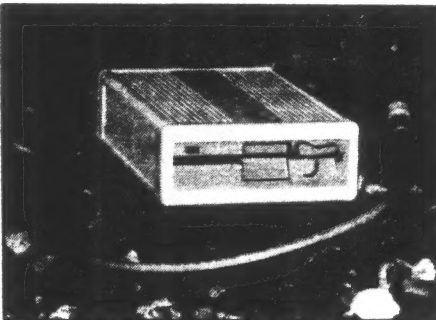
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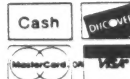
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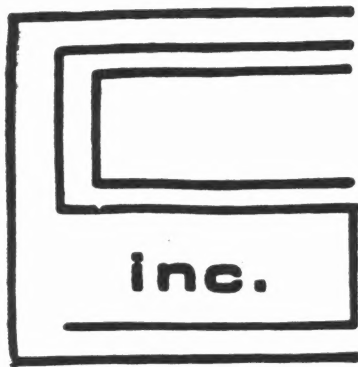
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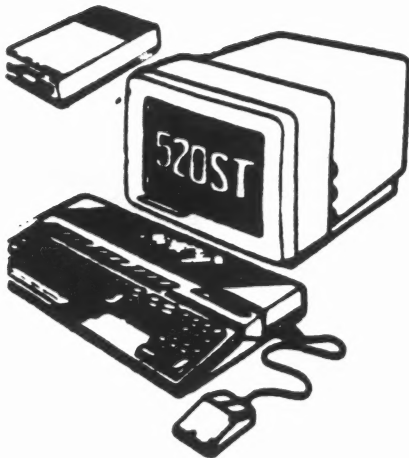


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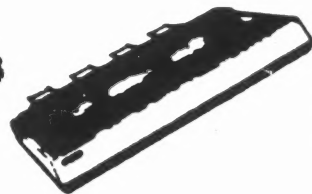
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